Python final project proposal

By Isaac Hepworth

I wish to program something that my kids would enjoy and have fun playing over and over again, so I decided on making a program after a game called aargh. It is a memory game with a twist, rather than removing cards you leave them on the board and the next player has to find matches for the last one turned over. You get points for how many you get in a row until the total points from all players equal 30 then the game ends and the player with the most points win. I think this would be a great project because it is a unique game and will stretch my knowledge of python’s GUI system.

The target is for younger kids, mainly mine. It will have a Halloween theme because of the time of year it is, and will be able to change picture whenever I want. I will be using a queue to handle multiple players, this will make it easier to cycle though as they take turns. The hard part with this project will be with the graphics, As I struggled with the GUI part of python this will probably be the hardest part for me.