**Project Proposal**

For my project, I am going to be using Pygame to make a horror game. I've watched a few videos on YouTube that gave me an overall concept of the module and how to use it. Basically I am going to be making something similar to Plants vs. Zombies but more complicated. I am going to use the game Silent Hill as my theme. The user will be put into a main room which contains doors to 3 other rooms. At first, the user will build walls and weapons (with gold) at one part of the room. When an alarm sounds monsters will come out and hunt and try to break the walls (while the weapons and the player fight them off). When the wave is over, the user goes out to find food, medicine, and weapons, but he has to make sure to get back to his barricade because the alarm will sound again at a random time. Basically the objective is to survive for as long as possible, with each wave getting harder and harder. I decided to use Pygame because I heard from the CA’s that Pygame is faster than tkinter and Pygame projects most of the time tend to be better than tkinter projects. I also want to use this chance to learn about an animation module that is more widely used instead of tkinter. In addition, I need to use Adobe programs (Photoshop, Illustrator, and InDesign) to edit the photos and backgrounds in the game in order to make it more authentic.