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C200 Summer 2020
Gates and German
June 6, 2020

C200 Goofs Game Proposal : ('simon-says' variant)

**Requirement checklist for game:**
-> Inheritance >> classes and subclasses
-> UI >>> typing and keyboard interaction
-> Documentation of code
-> reading and writing of files
-> utilizing modules like pygame and other 3rd party
-> looping
-> conditionals
(able to include more than this but we need meet these requirements as a minimum)

**Checklist for proposal:**
-> pick a team name: 'the C200 Goofs'
-> draw a logo: (in progress) > logo photo will be included in the repository

-> describe the game you are going to make:
      Simon-says variant:
      This could be done in a couple of different ways but feel free to suggest anything you guys want >>> one way would be to have a sequence of colors displayed and the player has to repeat the same sequence back using the mouse or keyboard, as the game progresses the sequence will get longer and potentially more complicated, a score tracker will be used
            >>>We could also take the same idea above and make it even more complicated by using a sequence of words, letters, or numbers instead of colors to add some variety to the game

-> how topics from class will be incorporated:
      >Pygame assets will be used for creating and manipulating objects of color and or text with different backgrounds
      >random number generation module
      > classes could be used to organize game as a object
            Thus >>> the superclass would be something like 'simon says or game'
                 >a sub class would be the point tracker, the different modes available (as

in color mode, numbers, string , or hybrid variants)
>looping: (unsure right now) but I'm guessing will use the similar function and loop
design as seen in makeMeMove.py and the pygame lab examples

-> Timeline
-> Potential task division