**Project Proposal**

I recently conducted a survey at Carnegie Mellon University and found that about 92.9 percent of those surveyed all face a severe problem. Common symptoms for those afflicted with this problem include “not having anything to do” and “walking around aimlessly.” Upon further research, I discovered that the issue these people were having was clear: boredom.

As a result, I propose to create a game that will become the ultimate solution to this devastating problem. In making this game, I plan to use Pygame as the framework for the application. I will use images found online as sprite images for various objects including the player sprite, enemies, and bullets/projectiles. The actual gameplay involves controlling the player sprite with the mouse in order to dodge enemy projectiles. The player sprite will shoot automatically in order to destroy the enemies that appear on screen throughout the course of a level. At the beginning, the player’s weapon will only periodically shoot a single bullet, but they can upgrade this weapon by collecting power-ups randomly appearing during the course of the level. All of the enemies that appear will also shower a cascade of projectiles at the player, who must dodge them lest he lose all 3 lives and reach a Game Over. At the end of the level, there will be a boss that shoots and moves in some pattern and will try to kill the player, as well.

The aforementioned are the basic features that will be included in the game. Additional features I am considering are multiplayer, most likely 2-player on the same computer, a special ability for the player, multiple levels, and the ability to change the player sprite, which may change the weapon that the player has.