

# CSCI E-7 GRADUATE PROJECT PROPOSAL

MADUSHA GAMAGE

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## Project Background and Description

**i** For my graduate project, I intend to re-create a game I used to play as a child. It was called ParaTrooper and used to run on an 8-bit XT 8088 PC (if I recall correctly). The goal of this game is essentially to protect the gun base from paratroopers jumping from planes who would attack the base if allowed to reach the ground. Oh, the memories!

This is a YouTube link that illustrates the gameplay and what it looks like :

<https://www.youtube.com/watch?v=T4uxRV6OQiE>

I will try to replicate the mechanics of the original game, with tweaks (hopefully for the better!) to the look and feel of the graphics and the gameplay. I plan on using the Python library PyGame which greatly simplifies the process of creating a game from scratch. It is likely that I will be using several other libraries as well once I start building this project out. I believe this project will allow me to exercise most of what I'm currently learning on the course as well as further explore the capabilities of Python and third party libraries.



I have found several online resources that I will use to learn about PyGame and how to approach the process of building a game using this library.

<https://coderslegacy.com/python/python-pygame-tutorial/>

<https://www.pygame.org/tags/all>

