



# **CSE423 project proposal**

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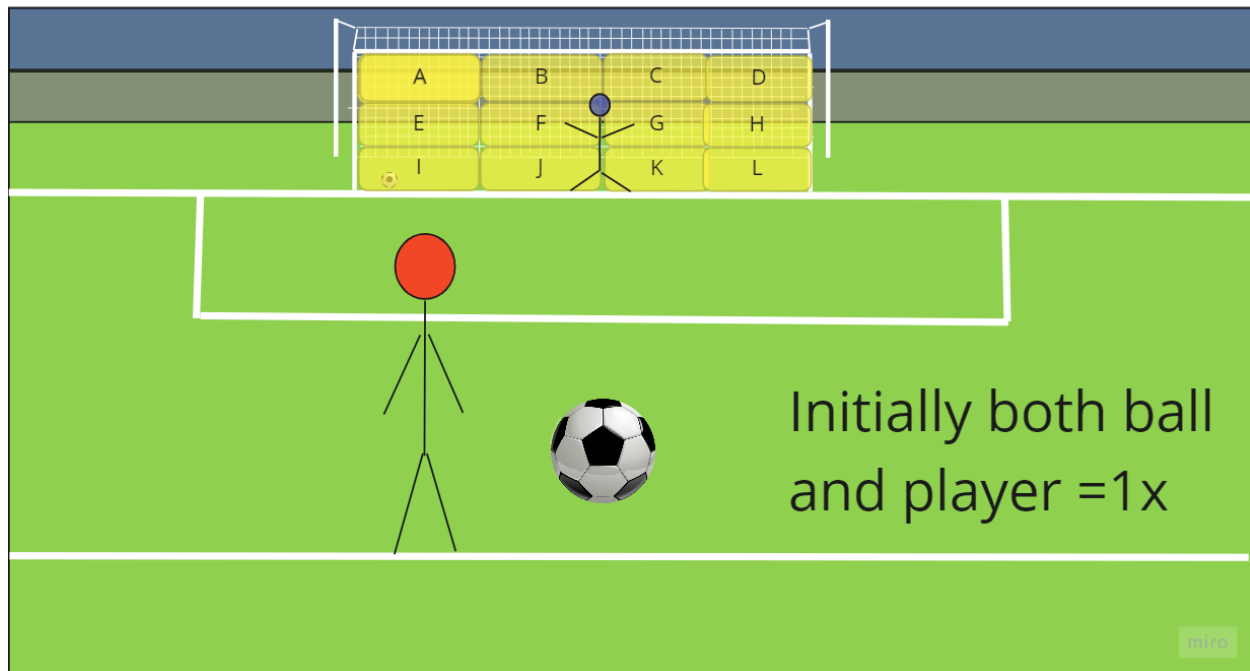
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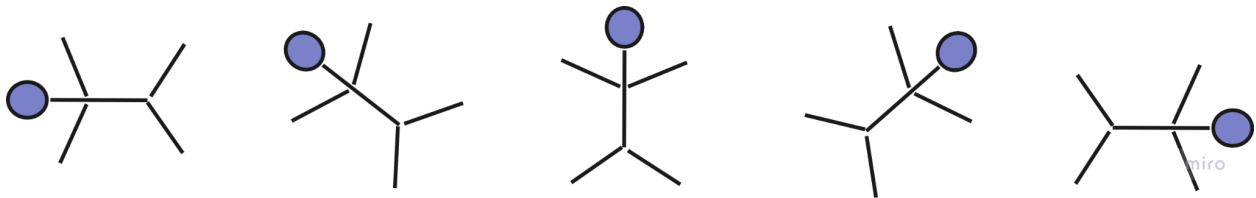
**Lab Section: 05**

**Project title:** World Cup Stickman Penalty Shootout

## World Cup Stickman penalty shootout



There is a penalty taker and a goalie on a football field in the d-box. The ball is placed on the penalty mark. The penalty taker chooses any one of the 12 regions that the goalpost is divided into(input 1). The goalkeeper can try to save the ball after it has been kicked in 5 different positions as shown in the following image. (Input 2)



Position 1: Saves regions - E F I J

Position 2: Saves regions - A E F J

Position 3: Saves regions - B C F G J K

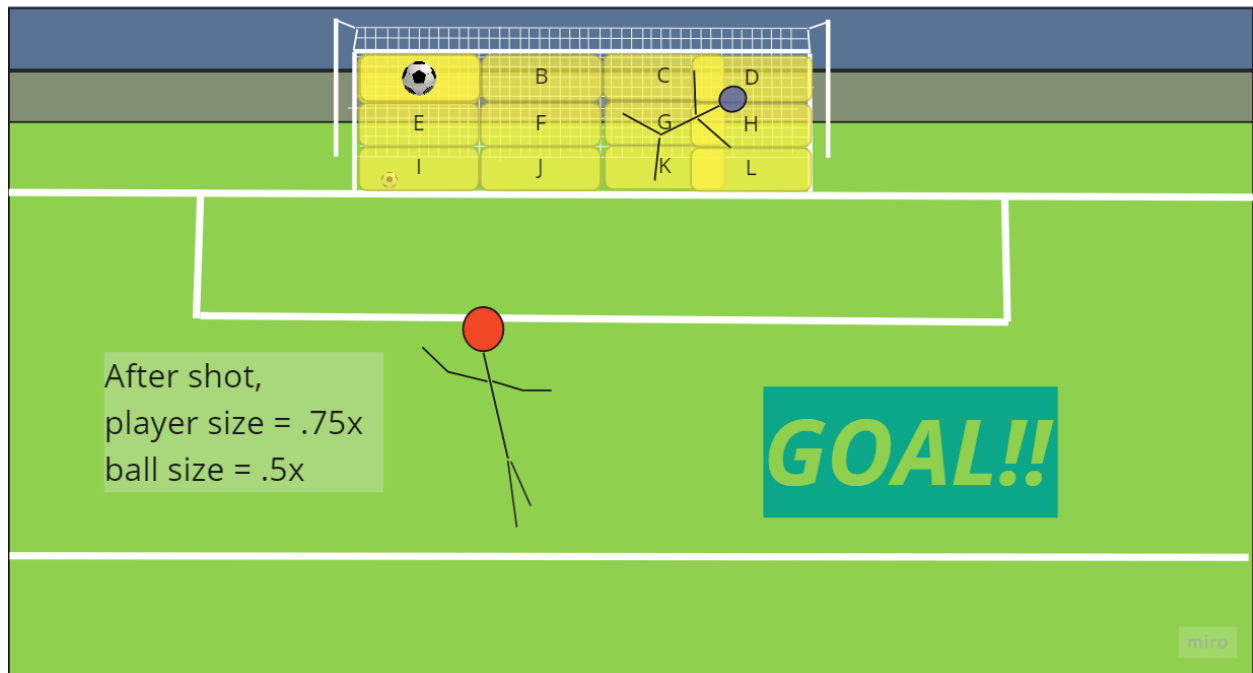
Position 4: Saves regions - D G H K

Position 5: Saves regions - G H K L

Example input: A

4

Example output: Figure below -

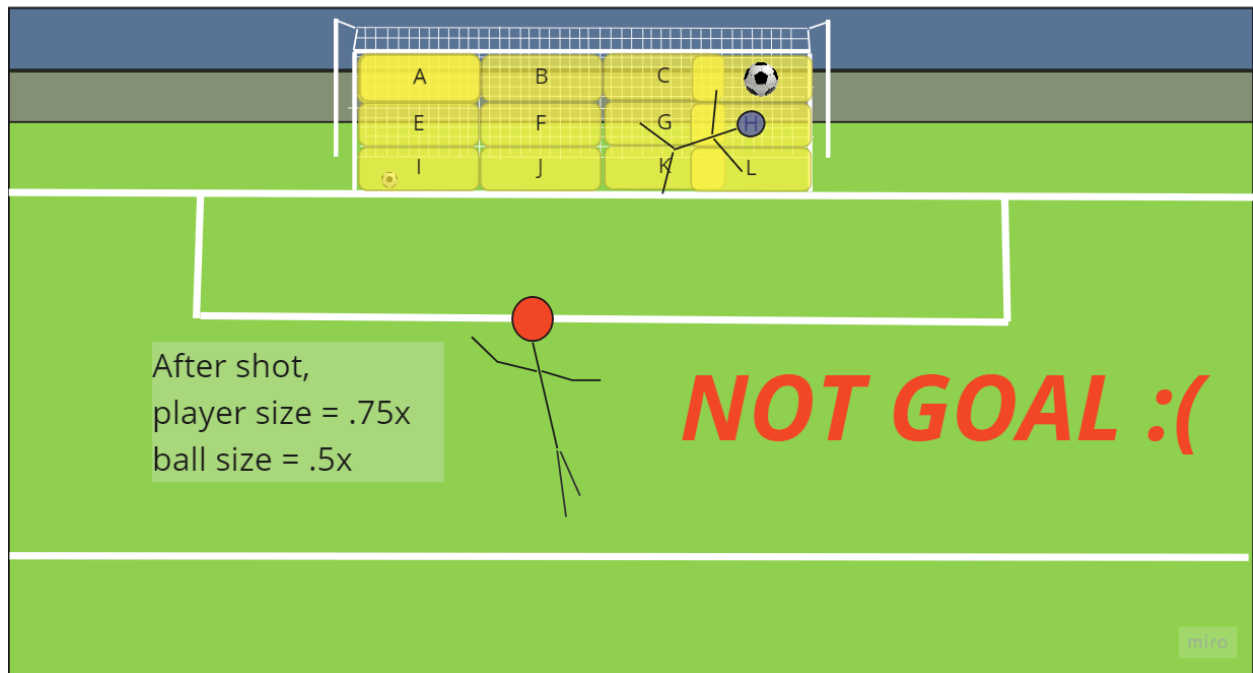


Explanation: Here, the first input was “A”, which means the ball will be kicked at region A. The second input is 4, which means the goalie will try to save the ball in the 4th position. As a result, the penalty taker manages to score the goal.

Example input 2: D

4

Example output: Figure below -



Explanation: Here, the first input was “D”, which means the ball will be kicked at region D. The second input is 4, which means the goalie will again try to save the ball in the 4th position. As a result, the goalie this time manages to save the goal.