

Alex Du Term Project Proposal:

For my Project, I will make a platformer 2 player game that is based on the Flash Game SMO Arena (Link: <http://armorgames.com/play/666/smo-arena-fighter>)

The main module I will be using is pygame, which will allow me to create a smoother game experience in comparison the TKinter.

I want to replicate most of the gameplay and customization from the original game as closely as possible. The main things I will take away from the game are the physics, game scoring and kill system, basic character design and customization, the random gun spawn and creation, grenade physics, platform physics, and custom map creation. After I am done with all of the basics, I want to add more dynamic gameplay by having a moving screen that adjusts to player position as well as a 1 player mode with AI.