Project proposal

1) Basic idea

   A top down shooter in a maze with a computer player

2) Libraries Used

   Pygame -

3) brief walkthrough

   I know a little bit about pygame

   Trying to make something a little bit complex

   1) Making a maze of cells(using a algorithm which is basically a depth first search with activating or deactivating a wall in the edges) in which the player can move and shoot
   2) Making a playable character to move with keyboard and aim with mouse
   3) Computer enemy(using a star or other path finding enemy to always find the player) maybe multiple enemies to make it a survival game
   4) Multiple type of gun like bouncer or spread shot

4) timeline

   I am a UG first year, so I have endsems til about 26

   After that summer break in that week

   Tentative timeline:

   27- 29 june:learning pygame and making a maze

   30 - 1 june:making a player character which can be controlled using keyboard

   2-3 june : making a computer character to hunt down the player

5) other things to learn

   Pygame and the different geometries of gun and movement

6) Motivation

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Project proposal

I like video games and I have no knowledge about the previous project (web scraping), I would have had to learn it from scratch, which would have made it impossible to finish in the given time frame

Any comments are appreciated

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