Project Propsal

What is the main idea of your project? What topics will you explore and what will you generate? What is your minimum viable product? What is a stretch goal?

> The main idea of this project is to create a video game in the style of super smash bros. We will explore the model-view-controller system for developing intactive code, as well as unique and interesting physics/interactions. Our MVP will be a game that you can play on a keyboard with two people, with one playable character. Our stretch goal will be to train a neural net to play the game and hopefully beat a human, and to have multiple playable characters.

What are your learning goals for this project (for each member)?

> Jon: I wish to learn a bit about writing interactive code, as well as gain more comfort in working with classes/objects in python. I also want to get more experience working with machine learning

> Micah: I want to learn how to create/use a physics engine and facilitate multiplayer interactions. I would also love more machine learning experience.

What libraries are you planning to use? (if you don't know enough yet, please outline how you will decide this question during the beginning phase of the project).

> We are planning to use Pygame for the main structure, and potentially some other library to facilitate machine learning (for the stretch goal)

What do you plan to accomplish by the mid-project check-in? (See below for some generic goals; edit to suit your particular project)

> By the mid project check-in, we want at least a somewhat interactive game to be completed. Hopefully combat will be functioning (at least partially), and physics/interactions should be started if not already completed. This will allow a good amount of time for polishing and then going beyond.

What do you view as the biggest risks to you being successful on this project?

> Time management could be an issue, in addition to integrating chunks of code down the line.