

Alli Busa and Abby Fry

Project Proposal

-We are planning on creating a game. The player of the game will use keyboard/mouse controls to draw the path for a character of some sort so that the path goes around obstacle. The minimal viable product would be the character to just follow the line being drawn by the player avoiding obstacles. A stretch goal would be for the character to have to follow the laws of physics while following the path. Ideas we are planning to explore include having physics in the video game, drawing being paired with mouse controls, graphics, and terminating the game when objects intersect.

-Alli: Learn about how video game graphics works

-Abby: Become comfortable with the object-orient aspects of python and their use in games

-pygame. Turtle, and the physics engine from pygame (pymunk)

-Controlling turtle with mouse commands, developing the character following the line being drawn

-Not having background knowledge in video game development, not knowing all the tools available within a library.