Design

The problem I am solving is creating a good 2-d soccer game that is as realistic as possible. I also wanted it to be easy to use. For this reason, I used a lot of images in my game. I was able to create better and more realistic images on Photoshop than I could on pygame. This was important because by using Photoshop, the user interface looked better and more like an actual soccer game. I was also looking to make the players look as realistic as possible, so Photoshop allowed me to do that. Additionally, I used object oriented programming because having player instances made movements and drawing easier. I was also trying to emulate FIFA (the video game) and so a lot of the images like the player cards look similar to the ones in FIFA.