**HAYDE BRE:**

**A WRESTLING MANAGEMENT SIMULATION GAME**

***WITH PYTHON***

**PROJECT DETAILS**

**a.** **Content Details**

*Hayda Bre* is a Wrestling Management Simulation Game like many other football and other sport management games except having its own features and gaming experience.

Game will start with choosing a team, with 5 wrestlers. After transfers and signing contracts with players, the season will start. Matches will be played with same weighted wrestlers. The player will manage team, arrange practices of players, or even may throw in the towel during the match.

Game will have features such as score history, fixtures, transfer lists, practices, saving/loading games.

**b. Technical Details**

Here are the features that will be used in project:

Python: The reason of using Python Scripting Language is its features such as being *relatively* new language, easy to research and to find resources and possibility to create Desktop applications.

Qt Designer: Qt Designer is a pliancy tool to create layouts for Desktop applications with features both writing code and drag-drop speciality. It is a part of the widely used UI framework Qt.

PyQt: PyQt is a Python binding of the cross-platform GUI toolkit Qt. It is used in the project to make connection between Python code and layout.

SQLite: SQLite is a ligtweight relational database management system that can be used with many programming languages. It has lots of advantages such as requiring no server, hosting datas in a single file, beign compact and tiny.

Each menu in the game will have its own layout that will be designed with Qt Designer. All datas and user profiles will be stored and processed in the SQLite database.

Simulation engine will produce the match results after analyzing the datas of properties of each players.

**WHY IS THIS PROJECT CHOSEN**