GEDIZ UNIVERSITY
COMPUTER ENGINEERING DEPARTMENT

COM 497- SENIOR DESIGN PROJECT I
PROPOSAL FORM for INSTRUCTORS

Academic Year: 2015-2016   **Semester: Fall**

1.Logistics	
Supervisor : Prof. Dr. Tae-Cheon Yang **Co-supervisor:** **Proposal No. :** 1 **Proposal Date :** 05/10/2015 **Number of Students :** 2 or 3 **Prerequisites :** Knowledge of data structures, algorithms, and intermediate programming ability of C++ or Java.	
2. Subject Classification	
Graphical Game Programming, Computer Graphics, Media Programming	
2. Title of Project	
A game development with Python and Pygame.	
3. Description of the Project [1]	
In this project, the knowledge or ability of programming with Python is not required. First, we learn and practice about Python and pygame library. Next, we develop a creative or renewed graphical(2D) game with them.	
4. Scope of the Project	
Developing a new or a renewed 2D game program.	
5. Goals of the Project :	
By the end of the project: 1. Students are expected to be able to design and develop the game program. 2. Students are expected to learn about event-driven programming technique. 3. Students are expected to learn Python programming language and pygame library module.	
4. Key techniques	
Event-driven programming,	
5. Project outcome	
A graphical game program.	
6. Hardware/Software/Lab/ Equipment Requirements	
Python interpreter and pygame library is needed. Python is developed under an OSI-approved open	

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[1] If necessary please use a separate sheet

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