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## DC Comic Design in PyGame

DC comics has been struggling to keep up with the success that Marvel comics has experienced in multiple ways. Video games is an opportunity for DC Comics to gain a higher fan base if there are enjoyable video games on the market. The goal of this research project is to make a great strategy/fighting game using DC comic characters. This can be implemented with PyGame and can be created using ideas and influences from other games that are popular. The game would only be made to handle one player but would have the capability to later be developed to be played by two players. There would be multiple levels that are just backgrounds maybe with sound effects that I would input into the game. There would be four spots that the two characters can move between. When the two characters meet in a spot they would automatically go into combat then move away to adjacent spots. Depending on which character you pick your character would have particular advantages. Two spots are on the ground then two spots are in the air. The character would be able to fight physical, charge their attacks and fight shooting projectiles into spots chosen by them. Both fighters choose where to move their character and what they will do at the same time. This game would mix aspects of luck and strategy to make a game that people will enjoy. A demonstration of the game with around four playable characters and moderate graphics will be presented.