CS174A Final Project Proposal

Christine Liu 304940077 [liujianiljn@Gmail.com](mailto:liujianiljn@Gmail.com) 687000

Jingyi Zuo 804997146 [jzuo1998@gmail.com](mailto:jzuo1998@gmail.com) jingyizuo

Weikeng Yang 405346443 [weikengyang@gmail.com](mailto:weikengyang@gmail.com) Rickyoung221

Our project is a first-person room escape game. The player will control a graverobber locked in a tomb and try to find clues and props in order to get out in a limited time.

There will be a torch in the corner and the player could light the torch by clicking. After the main character turns on the light, the player can see the dead body of previous graverobber. The player can find a pistol from it and there is an instruction left. The character can then find a wooden box by the instruction and open this box using the pistol. A key will appear and fit in a notch on the gate, which can trigger the mechanism and open the gate.

The movement of the protagonist's position and the changing point of view. The main character can click items in the room and trigger certain events.

There are listes of interactable items: Torch on the wall which could be turned on by clicking; Dead body carrying the pistol(All the operations after picking up the pistol becomes shooting); Wooden box in the corner which can be open and hold a key inside; Key for the gate.

We will use vertex arrays indexing, polygons, and interpolation to model the room and the props. Viewing and projections will be used to simulate the first-person point of view. Skinning will be used to create improve the reality.

We may use Ray Tracing to improve the feeling of presence. Fire simulation is another advance figure.

