German University in Cairo
Media Engineering and Technology
DMET 502 Computer Graphics, Winter 2024

Project proposal template

Project Title (Game name): 3EESH SAFARI

1. Game description:

   3EESH SAFARI is an exciting runner game where player takes on the role of an explorer navigating through a dense jungle. The objective of this game is to avoid obstacles such as wild animals and fallen trees while collecting gems scattered around. The game features dynamic environments, power-ups, and engaging animation that creates immersive experience for players.

1. Main character model(s):

   An explorer character.

2. First environment models (obstacles, collectibles, target): All models are textured

   1- fallen trees

   2-vines

   3-green gems to collect

   4-sky

   5-bridge that character walks on

3. Second environment models (obstacles, collectibles, target): All models are textured

   1-wild animals

   2-fire

   3-treasure chest

   4-night sky

   5-red gem that x5 of score

4. A first person shooter point of view will be implemented. The camera is the player's eye.

5. A third person shooter point of view will be implemented. The camera is behind and slightly above the player (the upper part of the player is visible to the camera).

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6. Navigation through the game is done using the keyboard and the mouse:

1- The keyboard keys are used to move the player

2- The mouse buttons will make the player jump or alternate between camera views.

7. The score is displayed on the screen.

8. Generation of animations with every user interaction will be implemented:

1- There is a sound effect or transformations are applied (state what transformations will be used)

- **Jumping animation: player will perform smooth jump when jump action it will accompany sound effects**

2-Collecting Gems: sparkly animation occurs with sound effect of coin collection

3- Not Dodging Obstacles: if player bumps into obstacles sound animation of a bump will happen

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9. There is a light source that changes its color intensity and a light source moving in the scene:

1- For example: the sun (daylight) is the light source and its intensity changes from white to darker intensity representing the night.

2-glow effects of gems will emit soft glow to draw player's attention changing color based on environment

3-fog effects subtle fog in certain areas of jungle to enhance immersion and atmosphere

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