DM2199  
Computer Graphics Project  
  
Done by:

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Project Theme:

* Supermarket

Project Objectives:

* Conceptualize and code in a 3D environment
* Working in a team

Game Concepts

* Game Concept
  + Genre
* Game Goals
  + …
* References
  + Walmart Supermarket

Story

* Genre
  + …
* High Concept
  + …
* Synopsis
  + …

Gameplay

* Overview
  + This section elaborates on the general mechanics of the game.
* Abilities and Controls
  + Basic Controls
    - Arrow keys to navigate the player across the space
    - “WASD” pad to navigate the player’s field of view
  + HUD
    - …

User Interface (to be completed when the project is at final week)

* Overview
  + …
* Game Flow
  + …
* Main Menu
  + …
* Instructions
  + …
* Game
  + …

Technical Design

* Overview
  + To create the game, we made use of the following software.
    - Microsoft Visual Studios 2010
    - Notepad
    - Autodesk Maya 2015
    - Adobe Photoshop CC 2014
    - .. (to be updated when used)
  + Microsoft Visual Studios 2010
    - The main platform for programming the logic and rendering the models in the game.
  + Notepad
    - (Tentatively here in case we use read and write records)
  + Autodesk Maya 2015
    - Primarily used to create object files (.obj) with their unique textures for enhanced aesthetics appeal
  + Adobe Photoshop CC 2014
    - Primarily used to set up unique textures for the object files to be rendered in Autodesk Maya 2015.

Animation

* Overview
  + This section elaborate on the animation schemes used in this project
* Frames per second
  + Expected frames per second is between 30 and 60.

Directory

* Overview
  + This section contains information where the files are located
* …

Development

* Overview
  + The development of the game is documented in this section
* Initial Gameplay
  + This is what the game looks like in its early stages.

Game Guide

* Overview
  + This section will provide some information to help players get started.
* Basics
  + ….
* Advanced
  + …