

Shadow Tag

Team members

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A summary of what your project is and does

We plan to write a small game. The scene will be a room. Maybe just a box, or maybe a maze-like layout. Either way, there will be obstacles in the room that block the movement of the player. The player will have first-person or third-person controls. They will navigate through the maze and try to get the the exit. But it won't be so easy! There will be monsters (or evil boxes) that'll roam around (randomly, according to a set path, or maybe they'll have AI and they'll try to hunt down the player). All the player has to defend himself is a flashlight (and maybe other abilities, like a fireball?! The monsters will explode when exposed to too much light.

Advanced topics

1. Shadows
2. Collisions
3. [Volumetric effects](#) (aka "god rays")