CGRA151 Project Plan

Student name: Christopher Yee

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Name of game/artwork: [no more than one line]

Vision

1. Game concept: [A one paragraph overview of the game]

2. Game play: [One paragraph on the design of the interaction that you plan to have]

3. Visual design: [One paragraph on the design of the graphical style and colour scheme you plan to use]

Timetable

1. A core working program (done by two weeks before deadline): [A paragraph describing what you plan to have working two weeks before the submission deadline.]

2. A reasonable submission (done by one week before deadline): [A paragraph describing what needs to be complete in order that you would be happy to submit your project.]

3. A well-polished submission (done by project deadline): [A paragraph describing what should be considered as polish on top of your reasonable submission. You might like to suggest a couple of extensions that you will not commit to producing but that you could attempt to implement if you have time.]

[Appendices: you may submit up to nine further pages of sketches, images, screenshots, and notes as appendices to your one-page plan, which can demonstrate either early ideas or sources that you are using for inspiration. If you use appendices submit the whole file as a PDF. If you do not use appendices, submit either a PDF or a plain text file.]