

# Computer Graphics Lab - Project Proposal

## Group members

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## Planned Scenery and Look

*Ambience:* The player is placed in an underwater world with a somehow dark but still friendly and relaxing look. The light draws all kinds of underwater light effects on the different kinds of objects which could be anything from fishes or plants to sunken ships or even buildings. Still, there's some stress factor: You are quickly out of oxygen and therefore have to find your goal as soon as possible.

*Elements:* Treasure chest, bubbles, sharks, turtles, fishes, stones, plants, sunken ships or buildings, etc.

*Materials:* Rotten wood, shiny bubbles, flat fish skins, bumpy turtle shells, etc.

## Game Mechanics & Dynamics

The goal is to find a treasure. In order to get to the treasure the player has to find air bubbles. If the air is empty the game is over.

## Techniques

What makes this scenery special is the very limited view-distance and the fact that a movement along all axes is natural. To create the underwater lighting, techniques like Caustics, Fog, and God Rays can be used.

## Responsibilities

Everyone will help out in all areas. However, all group members have certain responsibilities:

- Find Models: Everyone
- Shading Effects: Fabio
- Create World: Florian
- Game Mechanics: Melina

Zurich, 10.04.2017