

## **VR technology Term Project Proposal-Detailed**

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I am intending to develop a FPS game as my term project. Based on what we have done before, a FPS game is quite similar to Lab4 report option A. I will add bots as the enemies in my virtual world. I am going to develop some guns in my virtual world. I think the goal of this game is clearing all the enemies or going to a target place. I have not decided from those two options, but either one is great.

There are some particular goals which I will achieve in my project:

1. First person controller character with a pistol.
2. Self-made scene.
3. Enemies who will shoot to us as guardian.
4. Health point for both enemies and user.
5. Explosion particles and feedback of getting damage.
6. More than one weapon for user.

This is finished only by myself.

Demo day: 05/07/2020

1. Creation of new virtual environment: Like a battlefield or a future company
2. Number of different models appearing in the world: 2 guns, 3 kinds of enemies, 10 battlefield objects, summary at least 15
3. Model management techniques explains and applied: to be explained in report
4. Object intelligent behavior: Auto moving and shooting enemies
5. Good effect: explosion and gun fire
6. Scale or size of the world: estimated 1000 square meters or a 3 level high company
7. Background and other environment: Battlefield like
8. Detail of the object: all textured
9. How realistic: depends on frames per seconds
10. Imagination: Agent on a special mission
11. Good Interaction: jump, crawl, and fire
12. Ease of navigation without scene freezes: not considered
13. Accuracy: not considered
14. Technical report completeness: try more details as I can
15. Technical report writing clarity: by myself
16. Interesting and well-prepared demo: yes
17. Special items: None