Project Blade

The game I want to create is a sword reflex game, inspired by Beat Saber and the Swordplay game in Wii Sports Resort. The camera will use a first-person camera, the player will use the arrow keys to swing in various directions. The player will have to swing in the correct direction to successfully destroy the block. Once a block is destroyed a random new block with a different direction will appear. The players goal is to cut as many blocks as they can successfully and as fast as possible to gain a high score.

The game will have a minimalist sci fi aesthetic that will allow me to showcase many of the graphical techniques that we will go through this semester. Such as bloom to enhance the aesthetic and particle effects and trails to make each swing of the sword more impactful and satisfying.

Link To Elevator Pitch Video: https://drive.google.com/file/d/1h1jdHblh4ohrOOX4g-xstC9FHSzfHopJ/view?usp=sharing

Project Management Trello Board: