

CSE-171 Checkpoint 1

Project Proposal Document: This document should contain the following details:

1.

- a. The type of game you plan to create (genre, gameplay features, 2D vs. 3D, etc.). You are allowed to adjust these details later; your grade will not depend on whether you implement everything exactly as stated here. However, please try to create an accurate plan to guide your implementation and help us identify if your scope is too broad or too narrow early on.

For our game, we will be developing a 2D horror game where the player will awaken from a car crash and find themselves stranded in the forest. As the character walks along the side of the road they quickly realize the forest is not as peaceful as it seems. The objective is to overcome supernatural entities and obstacles to escape from the forest. Additionally, the gameplay features include solving puzzles and exploring the map.

- b. The library you will be using: SDL or Godot. (If you wish to use a different library, please contact me first.)

The library we will be utilizing is Godot.

- c. Whether you will be working individually or in a group. If in a group, list the group members.

We will be working in a group of two. The members include Gaige Bonderer and Ariana Quiroz-Alvarez.

2. Current Implementation: Submit your current project code. At this point, try to develop at least as much functionality as you did for the Classic Game assignment. Feel free to use your Classic Game code as a foundation. If you were previously using SDL's basic renderer, update your code to use OpenGL.

Code can be found here:

https://github.com/GaigeBonderer/CSE171_Final-Project

3. Screencast: Include a screencast (2-5 minutes) demonstrating your current implementation. The video should briefly walk through the functionality of your code and highlight key features.

Screencast will be submitted as a separate file. Refer to submission details.