Game Proposal: <Project Name>

CPSC 427 - Video Game Programming
Fall 2019/20

Team Members:

<name> <student number>

<name> <student number>

…

Story:

Describe the overall game structure with a possible background story or motivation.

Technical Elements:

Identify how the game satisfies the core technical requirements: rendering; geometric/sprite/other assets; 2D geometry manipulation (transformation, collisions, etc.); gameplay logic/AI, physics.

Advanced Technical Elements:

List the more advanced and additional technical elements you intend to include in the game prioritized on likelihood of inclusion. Describe the impact on the gameplay in the event of skipping each of the features and propose an alternative.

Devices:

Explain which input devices you plan on supporting and how they map to in-game controls.

Concepts:

Produce basic, yet descriptive, sketches of the major game states (screens). These should be consistent with the game design elements, and help you assess the amount of work to be done.

Tools:

Specify and motivate the libraries and tools that you plan on using except for C/C++ and OpenGL.

Development Plan:

Provide a list of tasks that your team will work on for each of the weekly deadlines. Account for some testing time and potential delays, as well as describing alternative options (plan B). Include all the major features you plan on implementing (no code).

Week: October 4 - **Skeletal Game**

Week: October 11

Week: October 18 - **Minimal Playability**

Week: October 25

Week: November 1

Week: November 8 – **Playability**

Week: November 15

Week: November 22

Week: November 29 – **Final Game**