

GAHM

Game About Heuristic Mazes

The Team

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Aims

- Our aim is to create a fairly basic game built upon C++ and OpenGL.
- We intend to include python bindings to simplify the game engine.
- The end goal will be a game with not just basic gameplay mechanics such as movement and camera controls but also mechanics specific to our game.
- To build and run the game on the three major platforms.
- Include automated building or executable.
- Include AI with path finding etc...

Objectives

- Build upon the basic code base provided.
- Include more advanced shaders and shapes.
- Develop multiple levels (Possibly through level loading or procedurally generated).
- Generate executable/makefile.

Project Pitch

We intend to develop a 3D Wompas world esque game using C++ and OpenGL. The game will consist of maps that are randomly generated from a text file, which will allocate the size of the map, enemies and enemy difficulty.

Timeline and milestones

###How to meet objectives

Project Plan

Core Voxel Engine

- [] C++ base.
- [] openGL base.

Artificial intelligent agents

- [] Create the AI for the enemy character.
- [] Generate Pathfinding Algorithms.
- [] Use python bindings for the user game engine.

Proposed Technologies

We will be using C++, OpenGL, !..!; Building on all 3 major platforms (Windows, OSx, Linux) while developing on OSx.

Marking Scheme

Basic percentage breakdown 25% For basic game that we had last semester with improvements.

20% For using python.

15% For having a good makefile/exe.

15% Advanced texturing and game design.

10% For git usage.

10% For documentation.

5% Our panache.