

Intro to Game Programming

CS38101, Fall 2021

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Initial Project Report

For this initial report, I want you to do the following:

1. List each member of your team: name and Flashline ID
2. Give a tentative title for your project
3. Write a short abstract/description summary of what your idea is
4. Create a mockup design document layout where you list different components of your project after you have written the above abstract
 - a. Core mechanics
 - b. Visual aesthetic
 - c. User Interface
 - d. Music/atmosphere
 - e. Controls
 - f. Target audience
 - g. Etc...

So think of the above design document as you laying out a potential plan for the various parts of your projects. It's common to use screenshots and examples from other games when you first make a design document, to say something like "oh we want to capture the same atmosphere as Dark Souls", for example, with a screenshot showing what you mean.

5. Remember that this is all tentative and subject to change based on my feedback and your own decision to pivot in the future (with my approval of course, I have to make sure it's reasonable). So don't feel pressured to come up with the next Legend of Zelda on the spot. Make a rough plan, and work on it as the semester goes. It's perfectly fine to pivot or even totally change ideas, but make sure you communicate that properly with me.
6. The idea with creating a design document too is to lay out potential tasks for yourself/teammates, which we will manage using GitHub's project system with it's tickets/issues.
 - a. Try to lay out the first set of tasks

You may submit this as a PDF on Canvas