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CART - 253

Final project concept notes

FPS / Target practice game

SYNOPSIS

I want to create a game where players could sharpen their accuracy for shooter games and have fun doing so. Aesthetically the game will be minimal in order not to strain the eye too much and to have the player really focus on the importance of self-improvement. The game will be in a 3D environment and you will be able to walk / jump like any other shooter. Targets will be represented in an abstract way and will give different amount of points depending on the size. The game will incorporate a practice range where players can get a feel of the game and just mess about. The actual game will be point based with a5 min timer. The objective is to get the most amount of points possible.

GENERAL IDEAS

* Dynamic background maps
* Engaging music
* Point system
* Different modes?
* Practice range to improve aiming skill
* Actual game where you accumulate the most amount of points possible in 5min
* Improve hand / eye coordination
* Shooting targets that move / some stationary
* Move with WASD
* ADS option?
* Minimalist aesthetic style

STRUCTURE IDEAS

* Use of QueasyCam
* In P3D
* Use of arrays for targets
* Look AI life exercise for random movement
* Photoshop to create / edit images

INFLUENCIAL IMAGES



