Jason Passalacqua

CART - 253

Final project concept notes

FPS / Target practice game

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 of various sizes and emphasize headshots for maximum points.

* 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
* 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



