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Senior Project Proposal

**Description**

*Interrobang* is a looping 3D puzzle solver. Looping means that we will be using the same set of 2 or 3 levels over and over again for each puzzle, with small tweaks made to the level on each iteration. We want our game to be three dimensional because it will give us more opportunities to make the gamer interesting and interactive. The most important part of the game is that each iteration will contain a puzzle where the player must find some secret item or trick to continue to the next level.

Interrobang will be similar to other 3D puzzle games such as: Portal, Anti-chamber, Museum of Simulation Technology, and Mirror’s Edge. Obviously, we do not have enough time to mimic the level of detail of these games, but we plan on using them as a foundation for our ideas. Interrobang will run on most personal computers and will run using the Unity game engine. The target audience for our game will be anyone over 8 years of age who enjoys puzzle games.

**Justification**

1. This project will allow us to demonstrate what we have learned in game design classes, as well as our ability to learn new programming languages. We will also be working on a decent user interface that will utilize principles we learned in interaction design.
2. The project will involve using C# to program mechanics within the game which will expand our knowledge of programming languages, as well as following through with design ideas and focusing on usability, similar to interaction design. This project will also build on our knowledge of game design, as well as furthering our understanding of Unity.
3. The project can be scaled up or down during the project, as we get a feel of our capabilities. We will start the project by bringing in the basic mechanics of the game, and once these concepts are realized, we can focus on content of the game, and depending how much time we have, either make the game shorter or longer.
4. The scalability of the project allows it to fit within the time constraints of the semester.
5. The tools necessary for this project are Unity, and possibly some 3D modeling software, which both teammates can gain access to.
6. Both teammates have expressed interest in game design, and want to use this experience to further their understanding of game design.