**CECS 528 Final Project Proposal**

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**Summary**

Our objective in our final project is to create an homage to the legacy Space Cadet Pinball game that came packaged with Windows XP. It is a classic game that many of today’s youth played while growing up, and that many adults enjoyed when XP was initially released.

**Objectives**

* Create a 3D pinball machine simulator, complete with animations and models, taking inspiration from Space Cadet Pinball
* Create crisp, colorful models for the bumpers, ball, flippers, lights, walls, and playing field
* Animate lights and field elements like bumpers, flippers, and the ball launcher based on user input and ball triggers
* Enable smooth physics on the player’s ball
* Track the player’s ball count, score multiplier, and game score
* In general, create an entertaining, replay-friendly game for players ages 10 and up

**Secondary Objectives** – These objectives will be pursued if time/workload allows

* Add “chutes” that can grab and then launch the ball
* Create “gravity field” events that temporarily snag the ball away from the usual physics control.
* Create functionality to save high scores

**Tools/Materials**

* Blender 2.76
* GIMP 2.8
* Unity 5
* Microsoft Visual Studio 2015