

Graphics Project Proposal

I intend to make a simple driving game. The perspective of the game is going to be an oblique overhead perspective, where the camera follows the car model. For just the basic goals, I intend on creating all my own models for the game, including different types of cars, different types of trees, and various flora/fauna to make the scene feel more alive (probably some little grass tufts, things of that sort). I will have a night and day mode that the user can choose to drive in, with the primary source of light for night mode coming from car headlights, or streetlamps. I do not intend to use very detailed textures, because I enjoy the more cartoonish look you can achieve without extreme detail. I want to make sure there are nice looking shadows in the game to make it look better too. As for stretch goals, I want to add reflective surfaces (lakes) that will render in the scene. I also would like to add "wind" to the game, making the trees sway in a fashion that would seem at least adjacent to real life wind. Lastly, I want the game to be generated "chunk by chunk". In other words, the user drives for some time through a certain chunk and once they begin reaching the end and seeing the void, the next chunk gets animated onto the scene by coming up out of the void.