478 Computer Game Proposal 1

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We will implement a first person adventure game that takes on the perspective of a small child exploring his/her backyard at night. He carries a mason jar in which he collects fireflies that light the scene, but as time goes on they lose their light and he must retrieve more in order to keep playing. His ultimate goal is to retrieve his stuffed rabbit, which ran off to play with the real rabbits during the day, but by night time lost its ability to be “real”.

The complex graphics we want to tackle is the advanced lighting as the child traverses the firefly lit scene. The light source will constantly chance as the child holds the jar of fireflies and therefore we will need to compute real time shadows and reflections for all the scene objects.