A5 Project Proposal
Title: Windy Awakening
Name: Kevin Haslett
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Final Project:

Purpose :

To create a simple game that attempts to replicate the art style of The Legend of Zelda: Wind Waker.

Statement :

Paragraph: What it's about. The goal of this project to create somewhat of an homage to one of my favourite games. In particular, I have always loved the art style of Wind Waker, and this project will be an attempt to recreate a number of the most iconic elements of this game. One of the largest elements of the game, both mechanically, and thematically, is the sailing around the ocean from destination to destination. Of course another key part of the game is defeating dungeons, but that will be out of the scope for the project. Because of this I will be focusing solely on creating the nice peaceful sailing experience.

Paragraph: What to do. Easily the most iconic visual element of this game is the cell-shaded art style. There is also a very distinctive water texture that needs to be recreated to simulate the look of waves. There

Paragraph: Why it is interesting and challenging.

Paragraph: What I will learn

Technical Outline :

Basically, your objectives in your objective list should be fairly short statements of the objective; you should provide additional details about your objectives in this section to clarify what you plan to do.

Further, survey the important data structures and algorithms that will be necessary to achieve the goals, and (for ray tracing projects) lists the new commands that will need to be added to the input language.

To get bold face: **bold face words**. To get italics: *italic face words*. To get typewriter font: `typed words`. To get larger words: large words. To get smaller words: small words.

Bibliography :

Articles and/or books with important information on the topics of the project.

Objectives:

Full UserID: kahaslet **Student ID: 20468033**

___ **1: Texture Mapping**

___ **2: Cell Shading**

___ **3: Shadow Maps**

___ **4: Creating Models**

___ **5: Animations**

___ **6: Voronoi Diagrams**

___ **7: Edge Detection**

___ **8: Guassian Blur and Processing to Generate Final Water Texture**

___ **9: Island Terrain Generated Using Perlin Noise**

___ **10: Simple Sailing Physics**