Proposal

Lunk:
A 3D first-person adventure game
that tells the tell of Lunk looking
for a sacred treasure.

Assignments:
- Each developer is given an individual focus, as well as a puzzle to
design for the player to overcome
Game Design:
- Player must complete all three puzzles to reach the end goal.

Keyboard Interactivity:
- Player controls
- Player interaction with world
puzzles
- Interactions trigger world
events

GUI:
- Lives
- Health
- Points
- World Map
- Start Menu
- Leader Boards

Data Input:
 - XML
 - Adapt game settings
- Output playthrough stats

Sound:
- Super awesome mood music
- From puzzle interaction
- FIRE??!!

Goal
TREASURE

John
- GUI Design - Item Pick ups - Puzzle 3

Valerie		**Angel**
- Player model - Game assets - Puzzle 1		- XML input - "Story", intro - Puzzle 2

Start
- Introduction - Player starts here