Project Title
Super Paper Frisbee Golf

Description
For my project I plan on creating Frisbee golf, but you can switch views between top-down and "first-person" views to throw the frisbee, in which case obstacles will behave differently. It is a lot like super paper mario, but you move by throwing a frisbee either top-down 2D or 2nd person 3d. Your next throw initiates from wherever your last throw lands. The frisbee will be able to curve in midair by letting the user adjust the initial velocity, pitch, and roll, allowing for cool challenges for the game involving complex throws. I think it would be cool to add power ups and dynamic obstacles like wind and bouncy walls and other cool things along those lines to add to the depth of the game once I have the basic game set up.

Similar Projects
Super Paper Mario
- Perspective-based puzzle solving (2d Platformer → 3d Platformer)
Disc Golf Valley
- Frisbee golf
- Disc curve/power control
Portal
- No weapons for self-defense (movement/puzzle based)
Pixel Pro Golf
- aesthetics!

Version Control
Github -https://github.com/LukeCogswell/SuperPaperFrisbeeGolf.git

Tech List
Nothing for now, potentially add the ability to use obj files as assets but that is likely far in the future.