

COMP310 Proposal

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1 What is the title of the game?

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2 On what well-known game is it based?

Mirror's Edge

3 What is the core mechanic that your game will implement?

Parkour? Moving, jumping, crouching, maybe climbing

4 Is the game technically feasible, given the limitations of the target platform?

Make reference to existing NES games and to technical documentation.

5 What is the intended aesthetic?

6 Is the scope appropriate for the product development time-frame?