

Student Initiative Capstone Project

The Student Initiative Capstone Project will be centered around the development of an action adventure role playing game intended for release on personal computers. Programmers working on the game will be given a set of tasks to be accomplished during the timespan of Capstone Project.

Tasks to be accomplished

- Programmers will have to parent controls to the player instance. Controls will be assigned to various animated objects all tied to the player instance.
- Player attacks will be placed under a timer to ensure that attack animations flow seamlessly from one to the next.
- Player properties will be assigned to the player instance. These properties will determine player health, stamina, speed, damage and defense.
- Weapons and armor will be tied to the experience leveling system. The longer players equip their chosen armor and weapons, the stronger those items become.
- Underlying system mechanics will be created. These mechanics will govern in-game properties such as gravity, physics and collision.
- Enemy A.I. will be assigned to various enemy instances. These instances will have their own unique abilities. Enemy A.I. will react accordingly to player actions changing attack patterns as players interact with them.
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- Each enemy will have a unique ability that players can gain and use upon killing the enemy a certain amount of times.
- Pre-designed puzzles will be placed within the game world for players to interact with and solve.
- Events within the game world will have to be scripted according to requirements met within the world. These requirements range from certain enemies being defeated, tasks being accomplished, or puzzles being solved.