**112 Term Project Proposal**

**GOAL:**

Making a rendition of Final Fantasy game in context of CMU life (a game parody of CMU life with Final Fantasy game mechanics). The game will include various features which I will list below. My goal is to make a game with good graphic and interesting game mechanics.

**INSPIRATION:**

Final Fantasy Games are widely popular, especially for its good graphic and interesting game mechanics. This project zooms in on Final Fantasy Crisis Core. The game has amazing graphic and gameplay, being the first game in FF franchise that I played which has free player movements. However, the game allows player to engage in fights only in specific events. Thus, I will make a game which allows free movement battle with unlimited time. This mode will allow player to fight with the enemy that appears getting stronger as time passes.

**MODULE:**

-Panda3D

**FEATURES:**

-AI with automated player tracker

-Different attack patterns in different types of AI enemy

-Player with option of tracking enemy

-Multiple status upgrades and skill that can be gained as the player levels up

-Dodging and free player movements

-Changing items for players which change status

-Damage calculation that takes into account multiple factors such as level difference, stats difference and critical hit

-Story Mode

-Unlimited fighting mode – enemy randomly pops up and just keep fighting the monsters

-Time Attack Mode with the enemy getting stronger (in terms of status) as the time passes, with no cap.