CS-4383-002: Computer Graphics

Group 12: Final Project Proposal

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- Schedule
  - 5 week plan:
    - Week 1: Get familiar with relevant libraries, and learn how to use OpenGL more effectively.
    - Week 2: Work on character models and textures.
    - Week 3: Work on controls.
    - Week 4: Work on gameplay mechanics.
    - Week 5: Work on a demo level design.
  - With this plan, we can have enough time to not only complete the game, but we will also have a few spare weeks to polish the game and figure out any problems we may encounter.
  - Since group members have different tasks, they should practice/work on their own tasks on the weeks that don't focus on their own tasks.
- Plan
  - Tier 1: Doesn't build/compile.
  - Tier 2: Has basic game structures but isn't playable.
  - Tier 3: Game is sort of playable with a few bugs.
  - Tier 4: Completed playable game.
- Roles and proposed tasks
  - Bhavya Gokana - textures, interactivity, game mechanics.
  - Omar Badran - camera movement and 3D transformations, website (tentative).
  - Jeffrey Cordes - Project manager, collision detection, music/sound.
  - Brandon Hernandez - lights, game AI, level design.
- Backup Plan/Risks
  - We are limited by our lack of knowledge on OpenGL; however, there's nothing a few tutorials online can't fix.
  - If we're unable to have a fully polished game, we'll aim to have a playable game by the very least.
  - We might have to opt for making a less impressive game, if we get really desperate.
- Design Document
  - Name of the game: Pac-Man 3D (tentative).
  - Gameplay: similar to old school pacman. A maze type game where you collect points, while trying to avoid the ghost(s) AI!
  - Collect pellets for points and level completion.
  - Collect power pellets to be able to temporarily eat ghosts and gain invincibility.
  - Coming into contact with a ghost normally will cause the player to lose a life until they are out of lives in which case they will trigger a Game Over state.