**COMP 477 Project Proposal**

**Dr. Grogono**

**Team Name:** Jenga Jenga

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**Summary:**

For this project we will build a game like Jenga. The level of detail in the physics will depend on how far we get in the project, which will be detailed in the Plan section. The game will be exactly like Jenga, where the player can poke, push and remove individual Jenga blocks from the Jenga tower by avoiding to make the tower fall over. The tower will be located in a nature setting so that features like rain, water, wind and trees can be implemented. Here is a list of objectives from most likely to finish to less likely to finish. We will begin attacking these requirements and attempt to complete as many as we can.

**Plan:**

* Basic Jenga tower blocks (models)
* Collision friction and gravity
* Gameplay for Jenga (Poke action)
* Basic environment (flat surface with minimal decoration)
* Environment with rain (particle systems)
* Environment with wind (advanced physics)
* Advanced physics like inertia
* Environment with trees (fractals)
* Environment with water (Stencil buffer)