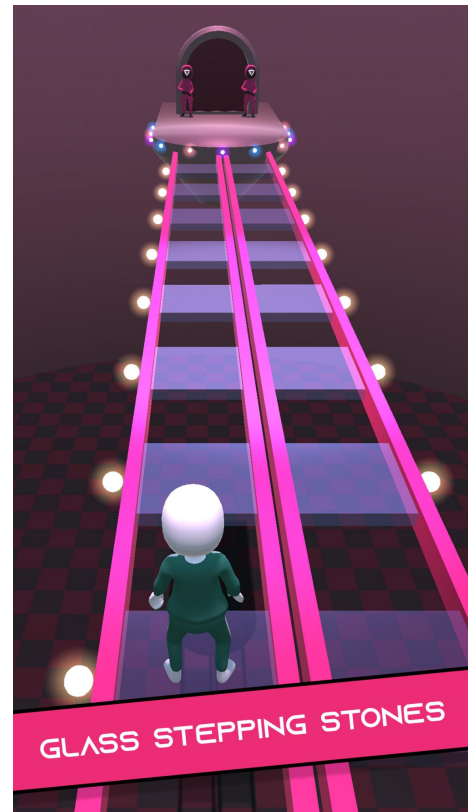


# Glass Bridge

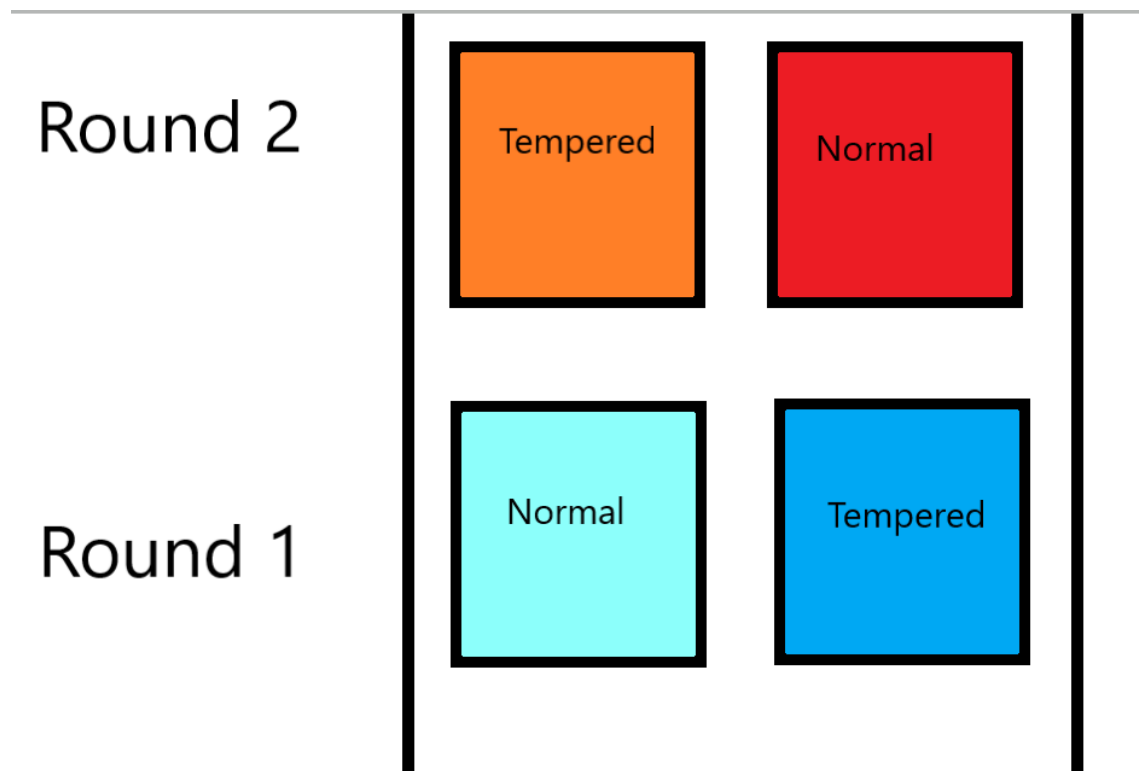
Team Members:

Name	Email	Github Handle	Student ID
Carlie Huang	carliehuang@ucla.edu	carliehuang	105424022
Danny Lee	SeunghoonLee95@gmail.com	Seunghoonlee1	105128998
Nicholas Tucker	nstucker42@gmail.com	l33t-h4x0r	805152923
Tony Li	Tonylicong@gmail.com	toniabro	305210416

Our idea is to create a speedrunning Squid Game-based glass stepping stones game. The game will be played in third person, and the character will be represented by a ball with 10 lives. The different glass types (“tempered” and normal) will be represented by different textures and colors. If one steps on normal glass, they will plummet to their death and lose a life, if they step on tempered glass, they are safe. As long as there’s a life left, the player gets regenerated on the other side of the glass which is a tempered glass and continues playing. Once the user figures out which is the tempered glass, they can easily make it to the next checkpoint (at which point it becomes a speed and memory challenge). In order to figure out which glass is tempered or not, the user will have to use one of their lives to guess which glass is tempered or not (50/50). The player will have to guess which glass is tempered or not at every checkpoint. In essence, the bridge will be endless; there is a



limited time limit of 2 minutes for the player to try to get through as many squares as possible, so they need to quickly determine which glass type each square is and press either left or right to jump in either direction. Their final score is dependent on how many lives they have left and how many squares they passed.



This picture illustrates how normal and tempered glasses are different from each other and how they will be randomized from one round to the next. Along with different colors, the different glass will have different textures as well.

For our advanced features, we will be implementing particle effects for when glass shatters (stepping on normal glass), collision detection for when the player lands, and physics-based simulation for the bouncing of the ball when it lands on tempered glass versus when it lands on normal glass.