

Project proposal template

Project Title (Game name): Pito the dog!

1. Game description:
Dog has to eat and play to live and keep his health , and has to avoid hitting obstacles along the way.
2. Main character model(s):
A puppy
3. First environment models (obstacles, collectibles, target): All models are textured
 - 1- collectibles : balls and toys**
 - 2- obstacles : bushes and trees**
 - 3- target : has to collect all balls and toys and reach home**
4. Second environment models (obstacles, collectibles, target): All models are textured
 - 1- collectibles : bones and meat**
 - 2- obstacles :cactus and stones**
 - 3-target : to collect all the food (meat , bones) and reach home**
5. A first person shooter point of view will be implemented. The camera is the player's eye.
6. A third person shooter point of view will be implemented. The camera is behind and slightly above the player (the upper part of the player is visible to the camera).

7. Navigation through the game is done using the keyboard and the mouse:

1- The keyboard keys are used to move the player and alternate between camera views.

2- The mouse buttons will make the player jump.

8. The score is displayed on the screen.

9 .Generation of animations with every user interaction will be implemented:

1- when he hits an obstacle, he moves backward one step

2- barking sound when he gets his balls or toys

3- eating sound when he gets his meat or bones

10 . There is a light source that changes its color intensity and a light source moving in the scene:

1- the sun (daylight) is the light source and its intensity changes from white to darker intensity representing the night.