3D Game Programming Proposal

Group:\_\_\_\_\_\_\_

Game Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1. Introduction
2. Game Story

An adventurer who comes to a mystic island, he is granted the power of magic and sword. He climbs mountain, pass forest, go through a lake, an encounter monsters in a plain. He battles to enemies, gather treasures and weapons, in order to get stronger and stronger. To travel and discover the world.

1. Game Type
2. Action-adventure game
3. video games that combine core elements from the action and adventure genres.
4. System Requirement
5. System Analysis (An overview of the entire game architecture)
6. Game Design Document
7. Media Design Document
8. Technical Design Document
9. Milestones
10. Work load distribution
11. SWOT
12. Conclusion