

SUPSI

Game Development Group Project

Video game group project with groups of 2-3 people.

We expect a complete game. You will submit the installer and we will install it and play it.

Requested features:

- 3D
- Switch first/third person
- Scene graph transformations
- Static and dynamic objects, interactions among objects
- Materials, textures
- Audio effects, sounds
- AI (NPC, enemies, ...)
- Initial menu screen (i.e., to choose the level, switch difficulty level, see rankings, just start the game, ...)
- (finite) number of levels
- Game over / victory screen
- Plus: network / multiplayer / ... what comes to your mind :)
- ... Think outside of the box!

A small documentation would be appreciated. Describe your game story, gameplay, and implementation details you are proud of.