1. Group 8, Infinity Development
2. You only get one: Tool
3. Het level bestaat uit procedureel gegenereerde levels waarbij je steeds maar 1 tool/wapen hebt, zoals een grappling hook of een mes. Het doel van het spel is om van het begin naar het einde te gaan. De omgeving word aangepast op het wapen, zodat je altijd het einde kan halen. Bij het verslaan van vijanden kun je een nieuwe tool krijgen. Het spel heeft verder first person en platform mechanics, waarbij je soms tools kan gebruiken om de environment te veranderen met heel veel explosies.
4.

3D models	* 3D environment in which the player can walk around. The models are used for environment objects or game objects that are procedurally placed in the game.	Dorus
3D animated models	** The enemies are animated in such a way that they can attack, stand and walk.	Dorus
Animated Textures	**Fire, water and the sky are all textures that move, so they look much more lifelike.	Dorus
Sound Effects	* Background noises, attacking sounds and player sounds make the game much more fun to play and they make it more realistic.	Daan
Sound Track	* There are different sound tracks for the menu, normal playing and the different bosses.	Daan
Camera Shakes	* When there are explosions or fights, the camera shakes due to the forces that act onto the player.	Daan
Unsteady Camera	** When the player walks or jumps, the camera has to go along with the movement.	Daan
Particle Systems	* For explosions or environment destruction particle systems are used to make it more realistic.	Dorus
Start, pause, end screen	* For the start, pause and end screens a GUI is used to visualize the menu.	Dorus
High Scores	* The farther the player gets into the game, the higher the score will be. High scores will be saved so the player can keep track of how well he has played.	Erik
Options	* Difficulty, toggle sound, resolution	Erik
Credits	* Credits to Infinity	Dorus
Pathfinding using own algorithm	*** Enemies can trace the player and then follow him around the map tackling the same obstacles as the player.	Erik
Consiousness in enemies and level	*** Smart enemies make it extra difficult, because they can work together to trap and beat the player.	Lieuwe
Enemies that learn	*** The enemy learns when fighting against the player, so after a while they are better at dodging the weapons. This means for example that when	Erik

	the player is using a knife, it will learn to try and not come too close to the player.	
Collect playthrough Data	** Progress is being saved through the game, so a player can get achievements.	David
Store data on web server	** The player can save his game to the cloud and then access it from a different computer.	David
Visualize data on web server	** Show achievements and skills on the web, so the player can challenge his friends who play the same game.	David
Collect and show highscores from web server	** Save high scores to the cloud, as well personal high scores as global high scores.	David
Procedurally generated levels	*** The levels are random within certain limits. For different tools are different levels.	Lieuwe
Moving platforms	* There will be moving platforms in the game on which the player can jump and walk.	Lieuwe
FPS independent	** Make the game time-dependent instead of frame dependent.	Daan
Game speed can be changed by player	** The player can pick up a tool that alters speed of environment and enemies so he can sneak through gaps in the enemies' defense.	Erik
Use unitys triggers	** The triggers are used to detect collisions so the player can jump on the platforms and use other game objects.	Erik
Multiple weapons	** There will be different weapons or tools for different levels so the player will have to learn how to work with those tools every time he gets a new one.	Daan

Total stars:

Computer Graphics:	15
Artificial Intelligence:	9
Web & Databases:	8
Programming:	12

5.

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Lead Programmer:	Erik Veldhuis	4117425	e.p.veldhuis@gmail.com
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World Builder:	Lieuwe Locht	4229681	lieuwelocht@gmail.com
Producer:	David Akkerman	4220390	david.akkerman94@gmail.com

6. Planning: Elke week wordt er op maandagmiddag 13h45, dinsdagochtend 8h45, donderdagochtend 8h45 en vrijdagmiddag 14h45 samengewerkt . In deze sessies worden persoonlijke en gezamenlijke taken besproken en uitgedeeld. Daarbuiten worden deze taken uitgevoerd.

Week 1	Core Project Document, Artstyle kiezen
Week 2	Player Prototype, Eerste tool af, placeholder models
Week 3	Eerste level af, Gamedesign document,
Week 4	Revision of prototype, Menu GUI
Week 5	Sound effects, Multiple levels and tools, peer review
Week 6	Easy access game, Most models finished
Week 7	Adapt game after critics, All models finished
Week 8	Bug fixes, Beta game
Week 9	Last fixes, Presentation, final deadline

7. https://github.com/blisssz/Infinity.git