

# **CIS 425/625**

## **Final Project Proposal**

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### **Project Name:**

Snowman Fight

### **Idea**

I intend to do a game-like project where the user controls a snowman sliding in a snow field. There will be targets and/or other snowmans to fight against. The player can move around the area and view the scene from different positions and also shoot snow balls. There will be scoring and different modes to play the game.

### **Scene Details**

The game takes place in a snowing enviroment, so snowflakes will be falling from the sky. There will be trees around, a sky an maybe others obstacles. I plan to do a non-flat surface for the terrain.

### **Features**

The software will have some basic physics incorporated, and I believe there is going to be plenty of room to use the knowledge gathered along the term, like lighting and shadows, fog, blending, textures, curved surfaces, animation, cameras, display lists, clipping planes and various glut objects compounding more complex objects. I also intend to make a simple GUI that allows the user to customize the inputs and some other characteristics of the software.

### **Further Improvements**

Although I won't be including the following features in this project for now, it is also possible to develop an AI to play agains't the computer, and/or a network module that enables the game to be played with other people .