

GDP 2023 Game Jam

- Project #1 25%
- Project #2 25%
- GameJam Topic #1 25%
- GameJam Topic #2 25%

You must let me know if you are doing “Physics & Simulation II” and “Artificial Intelligence” as part of the Game Jam or as separate final projects.

You must also let me know if you are working as groups or individually for the Game Jam, and optionally separate final projects.

Animation (Pick 2)

- Bone Animation
 - Simply using bones to modify the position, rotation, and scale of vertices via a vertex shader
- Skin Mesh Animation
 - Using a loaded animation to animate the bone matrices
- Blended Animation
 - Smoothly animate between two skin mesh animations.
- State Machine (*Can not be used twice*)
 - Transition between animations appropriately using a finite state machine
- Inverse Kinematics

Physics & Simulation (Pick 2)

- Optionally as a separate project with same topics (Due Saturday April 22nd)

- Character Controller
- Vehicle
- Ragdoll
- Constraints
- Terrain
- Destructible Bodies
- Boat

Artificial Intelligence (Pick 2)

- Optionally as a separate project with same topics (Due Saturday April 22nd)

- Navigational Mesh (Counts for 2)
 - Generation
 - Path-Finding
 - Path-Following

- Fuzzy Logic
- Decision Tree
- Decision Table
- Obstacle Avoidance
- Flow Field pathing
- State Machine (*Can not be used twice*)
- Continuum Crowd Formation