Kingdom of the Crystal Bunny

Group Members: Ethan Wiederspan, John Doster

Overview:

      We look to create an *interactive game-like world* in which the player character moves around a 3D maze from a first person perspective. The player will control their character using the keyboard and mouse to perform actions such as: jumping and crawling and sprinting to move around the maze, collecting keys and other items to open doors, and searching through rooms to finally exit the maze. The maze itself will be made of cobblestone walls and a grassy floor and will appear as if it was draw by a child in a notebook. The game will include semi-realistic lighting, hand-drawn textures, a player inventory, and simple collision-detection.

Weekly Plan:

    *April 30th-May5th***:**

        John: Nothing (Capstone Presentation on May 4th)

        Ethan: Drawing textures and begin designing basic maze layout

    May7th-May12th:

        John: Design and implementation of movement controls. Presentation.

        Ethan: Implement basic world layout. Presentation.

        Other Tasks: **Stage 1 completion**.

    May14th-May19th:

        John: Collision Detection, keys, inventory.

        Ethan: Collision Detection, doors.

        Other Tasks to be Completed: Item collection(keys) and door implementation.

                        Timer Implementation.

    May21st-May22nd

        John&Ethan: Bug fixes, **Final Presentation and Documentation.**

Items for Stage 1:

- Player Movement Controls Implemented
- The basic layout of the world/Maze will be displayed
- Textures will be mapped to the environment.

References:

- The Principles of Object Oriented Javascript
- GlMatrix.NET
- Youtube.com/TheCodingTrain