

Project Proposals

Team Members:

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Presenting in Discussion 1C (Friday 2-4pm)

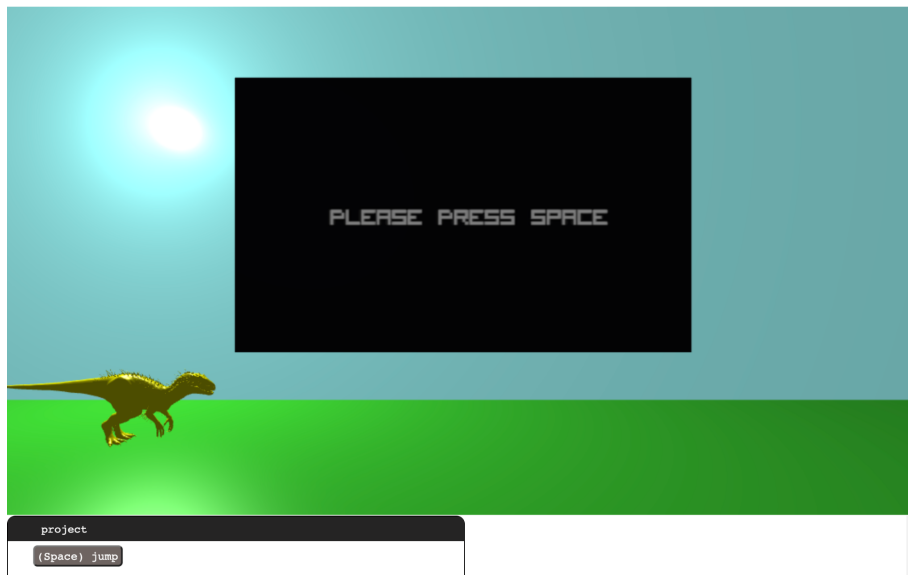
For our project we will be creating a game similar to the Google Dino Run, where a dinosaur has to run and avoid moving obstacles while collecting stars. Some functionalities the user will have is to jump over the obstacles in the way, and to collect the stars that appear in front of the dinosaur. They will also have the ability to crouch under obstacles. The user will be able to use the space bar key to collect the stars or to jump over the obstacles. If the dinosaur fails to jump over the obstacles then he will immediately die. As the player successfully progresses through the day, their total score will increase which means increased obstacle speed. We will also include a start screen, and a game over screen.

For our advanced features, we will include shading in our project. Our plan is to have the background change for each level of the game. Similarly to how the sun changes color for project 3. The beginning of the game will start with a light color sky with clouds (and some shading for the clouds) and then the end of the level will be a dark sky with stars. To create our character we will be using a similar method as creating the teapot as discussed in class, and have the dinosaur have a shadow as he runs.

Unlike the actual game, dino run, our dinosaur will be 3D - an imported object. Additionally, our obstacles will be imported objects as well, like logs.

Pictures of the game:

Start screen:



Middle of game running:

