**Interval 1:** 8/29/2017 – 9/12/2017

Interval 2:

Interval 3:

Interval 4:

**Unity: “Mannequin Road”**

You play as a mannequin that needs to get back to the 3rd floor of the department store so you can rejoin your friends. As you walk, you gain speed. If you're going too fast, you may start to fall apart. You can't let any humans spot you walking either. However, if you're walking a bit fast and suddenly stop, you may also start to fall apart. You have to find a balance in the speed that you're walking so you can make it back to the 3rd floor without losing an arm or leg, and without being spotted by humans. The game would be in 3D, probably with ragdoll physics, and it would be in third person view.

Interval 1 Deliverables

* Creating the project and upload to perforce.
* Basic player movement and camera control
* Open sandbox level.

Interval 1 Bonus

* Enemies
* A more polished room/level
* Death
* Ui (game menu)

**GameMaker: “Stateless”**

Description: Puzzle platformer that allows the player to switch between solid, liquid, and gaseous states in order to pass the levels. State specific obstacles and enemies are scattered throughout the world and the player must use a par number of state changes to pass the level.

Interval 1 Deliverables

* Basic player movement (collision, gravity, jumping, controls, etc.)
* Initial tile-world with collision objects and sample geography
* Control based state switching for the player
* Simple obstacles

Interval 1 Bonus

* Different movement controls / style for different states
* Get obstacles to react differently to state (e.g. fan can only be passed by gaseous state)

**Unreal: Hack-n-Slash**

This will be a rogue like game, where you are a humanoid cat hunting and being hunted by werewolves. Your staring weapon will be a knife and there will be a shop where you can buy or possibly upgrade weapons and player stats. Money will be in the form of werewolf organs which will drop on the death of a werewolf, and will be in a gold/silver/bronze type system where the organs are in different tiers and will add roll over to the next tier. The game will be round based and the shop will open at the end of every round, and exiting the shop will start the next round. Each round will be the same length and will take place at night and end at sunrise. Enemy spawning will be based on a timer that become shorter and shorter each round. If the player makes it to a round when the timer becomes too short, we will increase the number of enemies spawned per timer cycle as to avoid a constant spawning of enemies.

Interval 1 Deliverables:

* Sandbox level
* Multiple stationary enemies (white-box is fine)
* 3 attacks for player (slash, hack, and throw), also white-box OK for knife
* Hit detection between enemies and knives.