**Champlain College - Lennoxville**

**Final project: Lost in time - a collaborative game**

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| **PROGRAM:** | 420.B0 Computer Science Technology | | |
| **COURSE:** | Game Programming 2 | | |
| **COURSE CODE:** | 420-540-LE | | |
| **WEIGHT:** | 25% of the final score - 5% for this part | | |
| **SEMESTER:** | Fall 2023 | | |
| **INSTRUCTOR:** | Francis Gauthier  [fgauthier@crcmail.net](mailto:fgauthier@crcmail.net) | Office C-239 |  |

# Final project - part 1 - level design

Fill out this form and submit it in LEA.

One file submission per team.

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| Level gem color | RED |
| Level theme (art, meshes, sprites, music, etc.) | Industrial |
| Level perspective | First-person |
| Objective | Kill 50 enemies by shooting, collect their coins (Coins are stretch goal) and try not to be killed by enemies. |
| Level overview and user actions possible | Shooting gallery |
| Difficulties, obstacles, or hazards | Enemies can kill the player in one hit and there will be multiple enemies at once on the screen |
| Team member 1  Name: Matthew | Team member 1 role: Creating the first-person character and its animations |
| Team member 2  Name: Michael | Team member 2 role: Take care of level design |
| Team member 3  Name: Noah | Team member 3 role: Take care of enemies and pathfinding |
| Team member 4  Name: Munir | Team member 4 role: Coins animations, objective management, helping Michael, Mathew and Noah and Counter (UI) |