Groep 4

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**Theme and interpretation:**

We chose the theme things you hate. We don’t like nerds and those will be our main enemies.

**Game idea:**

In the game our protagonist is going up against a horde of nerds, commanded by the evil uberNerd. Every time you start a game, a city is randomly generated and the player starts in a random location. His goal is to survive long enough against a horde of nerds to “spawn” their leader, the uberNerd. He survives by fighting the horde of standard nerds with a variety of weapons. Their leader will be more complicated to defeat. He will need to be out smarted by different brain teasers and puzzles.

**Key Components:**

* Computer Graphics
  + Procedural generated buildings. We want to procedurally generate different types of buildings with different heights, windows, colours and sizes. \*\* Lise
  + Players can build their own player (hats, clothing colours etc.). Character is a 3d model with animations for walking, jumping etc. \*\* Lise
  + Enemies are generated with random features, also animated \* Lise
  + We will use import textures for buildings, background, sky and clothing. \*\* Lise
  + Animated textures for fire, water \* Lise
  + Audio effects will be added for shooting, powerups, nearby nerds\* Tom
  + Particle systems for explosions, enemy hits, jet pack trail \* Tom
  + Menu screen with start pause etc. \* Olivier
  + Highscore screen \* Olivier
  + Options menu \* Olivier
  + Credits after defeating the uberNerd \* Olivier
  + Buttons in the UI are animated\* Olivier
* Artificial Intelligence
  + Swarm of nerds that will chase you and try to catch you. \*\* Ajdin
  + Use a neural network that makes the nerds smarter based on the choices of the player.\*\*\*\* Ajdin
  + uberNerd must be defeated in a puzzle of some sort. uberNerd will be very smart and hard to beat. \*\* Ajdin
* Web and Database
  + Online server with account and character information (avatar, highscores etc.) \*\*\*\*
  + Share scores on facebook \*\* Jia Hing
* Programming
  + Procedurally generated levels\*\* Jia Hing
  + Nerds get smarter and more difficult to defeat based on the player choices \*\* Ajdin
  + Splitscreen coop multiplayer \*\* Tom
  + FPS independent\*\* Jia Hing
  + Change between 1st person and 3rd person \*\* Tom
  + Trigger collisions for pick ups and bullets\* Olivier

**Student names:**

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**Link to GitHub project page:**

https://github.com/gitjiaying/minorProject