

**A1 - Proposal**

**COMP 4451 – Game Programming**

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| Group ID  assigned by the course staff |  |
| Group Alias  connect.ust.hk email of any one of the members |  |
| Game Name  tentative name which can be changed later |  |
| Group members Student name (connect.ust.hk email address) E.g.: *Pedro Sander (psander)* |  |
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For each of the questions below, the suggested number of sentences is just a rough guideline. You may elaborate further if you think it is important to get the idea across.

## 1. Summary of the idea

What the game is about and its overall objective. (5-8 sentences)

## 2. Inspiration

Sources of inspiration for this game idea and the creative aspects that you introduce. (4-6 sentences)

## 3. Category

See introduction slides for common options. If it doesn’t fit any, specify “Other” and describe why.

## 4. Game structure

**Linear** or **Sandbox** (or **hybrid**): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Describe why. (1-2 sentences)

## 5. Players

**Single-player** or **multi-player**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Competitive** or **cooperative**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Describe how and discuss plans for AI computer players if applicable. (3 or more sentences)

## 6. Visual characteristics

If it doesn’t fit the options below, specify “Other” and describe why.  
 **Realism** or **Abstraction**:  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**2D** or **3D**: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**1st** or **3rd** person view: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

## 7. Mechanics of gameplay

What is the importance percentage of each of the following elements:

1. Luck \_\_\_\_\_\_\_\_\_\_\_\_\_
2. Strategy \_\_\_\_\_\_\_\_\_\_\_\_\_
3. Diplomacy \_\_\_\_\_\_\_\_\_\_\_\_\_
4. Resource management \_\_\_\_\_\_\_\_\_\_\_\_\_
5. Territory control \_\_\_\_\_\_\_\_\_\_\_\_\_

Also describe how the game is played and how dominant strategies are avoided, if applicable.  
(5-8 sentences)

## 8. Goal

Describe the final objective of the game. (1-2 sentences)

## 9. Simplicity and consistency

Remarks on how you plan to make your game rules interesting, without overcomplicating and keeping consistent. (4-6 sentences)

## 10. Audience

Age group, demographics, any other audience characteristics. (1-2 sentences)

## 11. Platform, Language, Libraries, APIs

Remarks on how you plan to implement your game and what you plan to use. (3-4 sentences)

## 12. Focus of development and algorithm challenges

What aspects will you focus mostly on? What algorithms or other challenges you plan to program directly? What do you plan to incorporate using existing libraries or engines? (8-10 sentences)  
  
In answering, you may consider any of the below if applicable to your game:  
Rendering, Modeling, Physics, Audio, AI players, Networking, any others that come to mind.

## 13. Additional information

Optional section. You may include other information about your game that is not described above (e.g., screenshots of related games used for inspiration, drawings of your game world that may help better understand the game, …)