**Project Proposal**

The project proposal should have the following 4 sections:

1) Abstract

The focus of this project is to create a two-player game. We will display a character, of our choice, and allow the user to move it around the city environment we have created. The user will be able to interact with the environment and the other player. For example, the user can move certain items, while not being able to move through others. The application of this focus is we learn how to give the limitations to the object the user is moving along with all of the environment buildings.

2) In a one vs. one match, who will be the winner? Come try out the new and improved version of what used to be Tanks! With the ability to change characters randomly by interacting with objects on the map. Shoot your opponent to be the last survivor.

Provide the details of your project.

* + Two player competitive game.
  + Players will compete to eliminate each other
  + Success for us will be having two players, both trying to eliminate the other with their weapons.
  + There will be hidden items to pick up that will change the players abilities and objects.
  + Randomly generated cities.
  + Threex for keyboard controls

3) Tasks and Schedule

Milestone 1:

Display an object which the user can move around with the camera following it.

Have hit-collision detection so users cannot drive through walls or buildings.

The user can shoot something from their object and it interacts with some walls.

Research on generating our own city

Milestone 2:

Generate our own city which the user can interact with and move around.

The user can switch the objects which the camera focuses on when interacting with an object on the map

When the object changes, their ability changes also.

Milestone 3:

Split Screen/Two views with different key mappings for two player

Polishing, finalize hits between walls and objects

Stretch Milestone:

Certain objects can fly moving up or down on the Y plane.

4) Deliverables

Milestone 1: user can interact and move around the object that is focused upon.

Milestone 2: We are able to generate the city the user will move around in.

Milestone 3: The user can change the objects they are.