**Project title:** ATV Off-roading

**Group or individual member(s)**

1. Jake Alldredge <Project Leader>
2. Kyle West <Code Monkey>

**Summary**

This will be a simple “off-road” type ATV game. There will be one character (a vehicle) that can roam around freely in a non-flat ground environment. The vehicle will interact with the terrain and go off ramps.

**Goal**

We have three main goals: (1) have a terrain that is non-planer. This will require a creative use of meshes. (2) Realistic, but simple, physics engine where gravity behaves like the user would expect. To make the game playable, we will disable a fair amount of the X and Z axis’ rotation. (3) Variable weather, including use of particle systems.

**Milestone 1 (Feb 24)**

* Non-plainer terrain. We will create an object that generates the terrain dynamically. Player mesh at least semi finished.

**Milestone 2 (Mar 10)**

* Physics engine, and user controls. The player will move around and behave like what one might expect if they were on an ATV. Some sign of particles in the world.

**Milestone 3 (Mar 24)**

* Add ramps and other obstacles. Fine tune the physics. Have particle systems working, to simulate realistic weather.

**Technology, Libraries or open source code that you will be using**

WebGL, Three.js, Physi.js, and some JSON mesh for the vehicle possibly. ParticleEngine of some sort.

**Other comments or notes**

Kyle has his own private GitHub account, so we will just add you as a contributor to the repository we already created.