| | | | |
|---|---|---|---|
| Group Name: | Banana_Lords | | |
| Member 1: | Almer T. Mendoza | Member 3: | John Rey F. Sergio |
| Member 2: | Emmanuel Constantino Jr. | Member 4: | null |

# CMSC 137 Project Proposal

## Major Project Information

| | | |
|---|---|---|
| Game Name: | : | UPLBound |
| Basis: | : | Gunbound |
| Preferred Number of Players (must be ≥ 3) | : | [4, +∞] players |
| Third-Party Libraries | : | 3D Body dynamics: ODE4J;<br>Game libraries: LWJGL, Slick2D (LWJGL OpenGL wrapper);<br>Projectile physics: MCSHOT |
| Integrated Development Environment(s) | : | Visual Studio Code |
| Operating System | : | Linux |
| Link to Git Repository | : | https://github.com/mamerisawesome/onethreeseven_container |

## Game Mechanics

### Initial State

Players are spawned into the map in random locations (players will have equal distances between them). Each player has its own battle vehicle. Order of turns are set in random.

### Game Objective

The map should have one player in the field. By the point that all players are eliminated except for one signifies the end of the game. The last player standing will be considered as winner. To be able to have a last player standing, the battle vehicles will be used. The players have to hit each other in a turn based system and try to eliminate each other.

### Possible Player Types and Actions

There will only be one player type in the game which is an entity that uses a battle vehicle for eliminating other players.

### Player Status and Scoring/Performance Evaluation

The information needed are as follows:

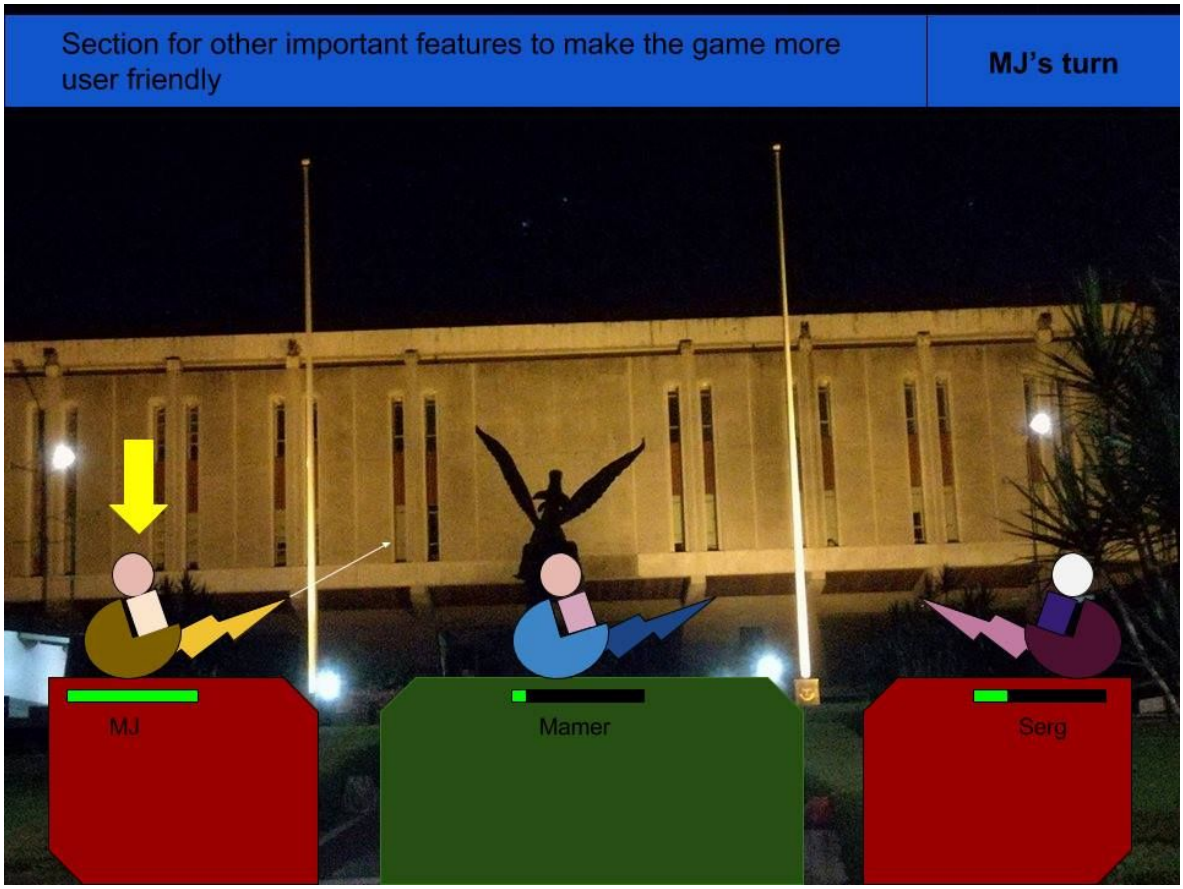
- Players' remaining health points
- Number of kills
- Hit points(points gained from hitting another player)

After determining the last player on the battlefield, all necessary statistics such as top performance based on hit points etc. will be computed.

### Endgame

The game will end when there is only one remaining player in the battlefield. In order to reach that state, the players needs to eliminate each other by attacking each other using the battle vehicles.

**Proposed User Interface**



| | | | |
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| Group Name: | Banana_Lords | | |
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| Member 2: | Emmanuel Constantino Jr. | Member 4: | null |

# CMSC 137 Project Proposal

## Major Project Information

| | | |
|---|---|---|
| Game Name: | : | Kwek Kwek Head |
| Basis: | : | Boxhead |
| Preferred Number of Players (must be ≥ 3) | : | [4, +∞] players |
| Third-Party Libraries | : | 3D Body dynamics: ODE4J;<br>Game library: LibGDX;<br>Projectile physics: MCSHOT |
| Integrated Development Environment(s) | : | Visual Studio Code |
| Operating System | : | Linux |
| Link to Git Repository | : | https://github.com/mamerisawesome/onethreeseven_container |

## Game Mechanics

### Initial State

Players are spawned randomly in the map. They are all given a generic starter weapon.

### Game Objective

The map should have one player remaining in the field. By the point that all players are eliminated except for one signifies the end of the game. The last player standing will be considered as winner. To be able to the last player standing, weapons will be used. Weapons can be upgraded as you increase the number of kills.

### Possible Player Types and Actions

There will only be one player type in the game which is an entity that uses weapons for eliminating other players.

### Player Status and Scoring/Performance Evaluation

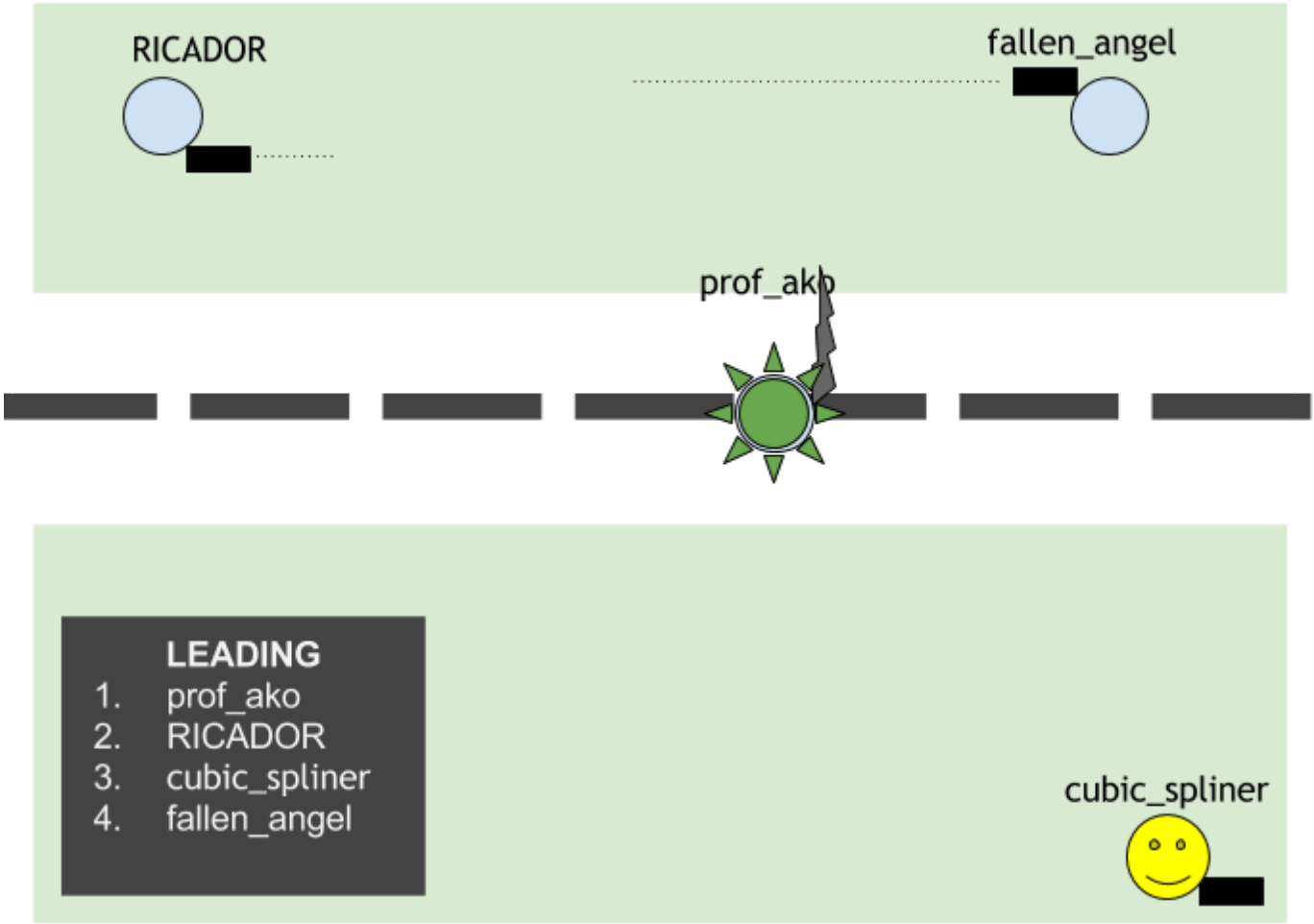
The information needed are as follows:

- Players' remaining health points
- Number of kills
- Hit points(points gained from hitting another player)
- Weapons

After determining the last player on the battlefield, all necessary statistics such as top performance based on hit points etc. will be computed.

### Endgame

The game will end when there is only one remaining player in the battlefield. In order to reach that state, the players needs to eliminate each other by attacking using the weapons they have.


RICADOR
fallen_angel
prof_ako
LEADING
1. prof_ako
2. RICADOR
3. cubic_spliner
4. fallen_angel
cubic_spliner

| | | | |
|---|---|---|---|
| Group Name: | Banana_Lords | | |
| Member 1: | Almer T. Mendoza | Member 3: | John Rey F. Sergio |
| Member 2: | Emmanuel Constantino Jr. | Member 4: | null |

# CMSC 137 Project Proposal

## Major Project Information

| | | |
|---|---|---|
| Game Name: | : | Shot |
| Basis: | : | Duck Hunt |
| Preferred Number of Players (must be ≥ 3) | : | [3, +∞] players |
| Third-Party Libraries | : | Game library: LWJG;<br>Projectile Physics: MCSHOT |
| Integrated Development Environment(s) | : | Visual Studio Code |
| Operating System | : | Linux |
| Link to Git Repository | : | https://github.com/mamerisawesome/onethreeseven_container |

## Game Mechanics

### Initial State

A scenic background is shown. Oblation will pop out that indicates the game is about to start, and will quickly hide again. Each player will have a crosshair for them to target the items that will fly up.

### Game Objective

Shoot the objects of your color and avoid the color of your enemy. If an object of your color gets past the screen without being destroyed, you lose a health point. When your health point is 0, you are eliminated from the game.

### Possible Player Types and Actions

No, players are  only shooters and they can only shoot objects.

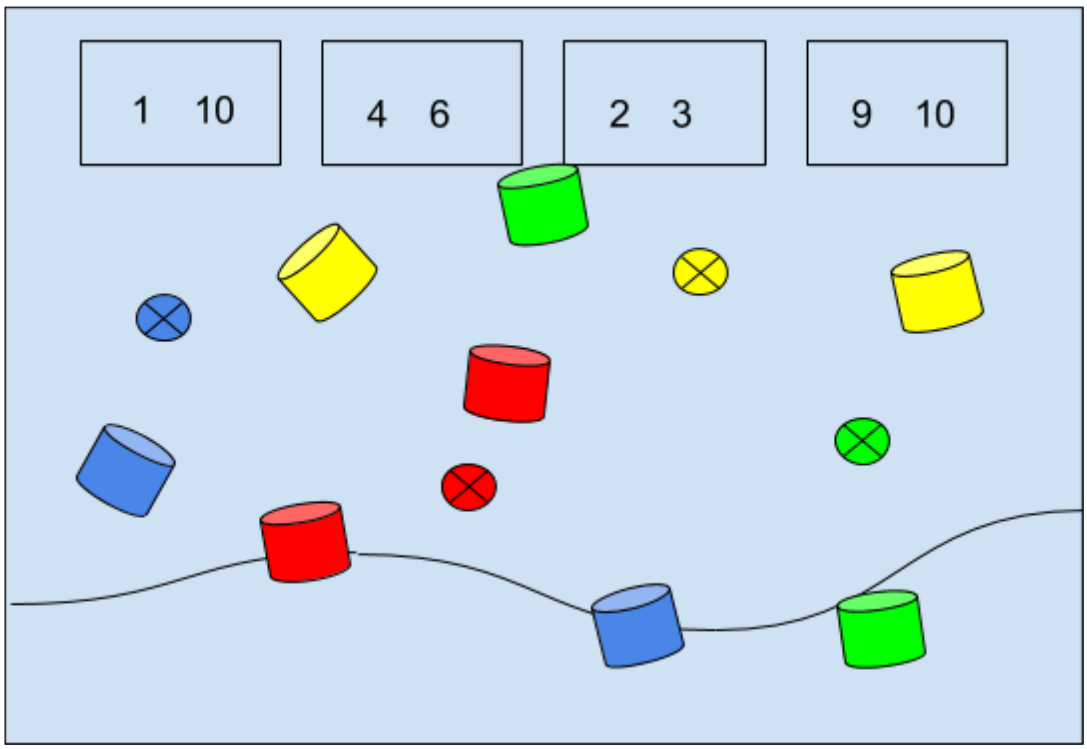
### Player Status and Scoring/Performance Evaluation

Each player will have a scoreboard, and a health counter. The scoreboard will show the score that reflect from the amount of things you destroyed. The health counter will measure how much health you still have, and it decreases every time an object of your color gets past the screen without being destroyed.

### Endgame

When every player have been eliminated and you are the last one standing. The objects that fly the screen will go faster as the game continues.

**Proposed User Interface**




The boxes above will display the scoreboard and health points remaining, respectively. The crosshairs will be color coordinated for each player. The cylinders are the objects that will be flying across the screen. They will be associated to colors that will determine which player they will damage once they get past the screen. Destroying objects will give points to whoever destroys it regardless of color.