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Computer Graphics CIS 425  
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Final Project Proposal

My top pick for this project is a table water pong throwing game. It's a 2-player game that features 9 cups filled with water on each side of a long table, arranged in a pyramid formation. At the start, the camera is positioned at player one's height level, looking down the table. To throw the ball, you select the spot on the screen where you want it to start from and choose the desired power level before hitting the throw button. The ball then gracefully arcs through the air, colliding with the cups. If the ball lands in one of the cups, that cup temporarily glows green and is taken off the board, creating a space. If the ball hits between the cups or on the table, it bounces in accordance with the power level originally selected. The score of each player is conveniently tracked in the corner, and the game switches to the other side of the table for player two's turn. Each player has the option to "rerack" the cups once, with a selection of formation choices available from a popup menu. The scene is set in a dimly lit environment, with an overhead light adding to the ambiance. I think the hardest part will be the ball bouncing off the surfaces, but I plan to use a lot of collision detection.

Alternatively, my second choice would be a Tic-Tac-Toe throwing game. This game is similar to the table water pong throwing game but instead of cups, there's a tic-tac-toe board. Player one (X) and player two (O) take turns throwing at the same board, with each successful throw changing the state of a square.