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C S 455

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Penguin Simulator: Project Proposal

I will be the only member of this project

Penguin simulator will be a videogame in which the player will assume the role of a penguin. As such, the player will be able to roam the arctic, dive into the ocean, hunt for fish, avoid being hunted, challenge other penguins, and more. The goal is for the penguins to behave realistically as possible, but other design choices may be made to add to player enjoyment.

Project details:

1. Engine
   1. I plan on using Unreal Engine as the engine for this project
2. Physics and Movement
   1. I’m going to put in a lot of effort to creating a comfortable, easy to control penguin. The penguin will be able to swim under water, walk on land, and slide on ice/snow. Laws of gravity, friction, and momentum will be considered
3. Realism
   1. I want to incorporate some really cool visual effects, such as bubbles in the water, specular lights on ice, shiny fur
   2. Detailed textures will be made for
4. Music/sounds
   1. I produce music and design sfx, so I want to incorporate these into my project. I want to find a really cool way to include a dynamic soundtrack