**Project title**

Star Wars

**Team members**

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**Description:**

A Star Wars themed game with Star Wars style introduction, and several scene transition animations throughout. The game has two main parts, one taking place on the planet and one in space.

First part is a shooter game where the player controls a spacecraft and aims and shoots at enemy units. This will take place on a planet.

Second part is a more like a brain teaser game where the player has to carefully place various blocks of space debris in order to defeat the final boss. This takes place in space.

**Feature List:**

- Basic game play functionality on land – PL
    - On planet enemy units 3d models
    - Enemy and player units both fire laser at each other
    - Player can aim and shoot any enemies with the mouse control
    - Enemies will attack player
    - Player can move and dodgy enemy fire with keyboard
- Basic game play functionality in space – JP
    - Death star enemy unit 3d model
    - Random interval laser beams attacks
    - Space debris – prisms, spheres, mirrors and foam pieces etc
    - Tetris/Chess board style game play
- Our spacecraft for the player 3d model – PL
- Intro animation with star wars style word crawl – PL
- Scene transition animation – PL
- Pause game – PL

**Extensions List:**

- Sound effects and background music
- More realistic explosions
- Shields
- More stages of battle
- Special attacks for special units

**Implementation:**

JP :

\* The scene (orbit around the earth) is mainly HW3
\* Refraction from HW1
\* Mirror from upcoming HW5?
\* Model of space ship is something I need to figure out
\* Game shall not be too hard to code, though I'm not experienced in C (but I know I would've been able to in VB.NET)

PL – I have never done anything like this in C++ or GLSL, so I believe this will be quite a challenge, but I also believe if we do this well enough we can really make something awesome. The type of tools required for this project would mainly be various 3d models of spacecrafts and enemy units. Fortunately with star wars being so famous, there are plenty of free models available online. Other than that we would be reusing code from homework 3 and homework 4, so we'd be using just visual studio in C++/GLSL.

**Scene timeline (roughly):**