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CSC 471

### Final Project Proposal

For my final project I want to make a game where the user will have to beat an obstacle course. I want to have some sort of gravity physics so the player's character can fall off obstacles and jump as well as some logic so the player's character can stand on objects and be "hit" by them (collision). The game will include the following:

- Outdoor background since it will be an outdoor obstacle course. Maybe some water underneath like in wipeout but at least some foliage in the background and some scenery
- Lighting
- The players character will be hierarchically modeled and animated as they move
- The camera will have a view of the obstacle course and can be adjusted. Maybe have a mode where it's fixed to the player's character
- Collision and gravity physics

Through this project I will be deepening my understanding of collision detection and basic physics simulation. I will also be deepening my understanding of hierarchical animation and positioning the camera.

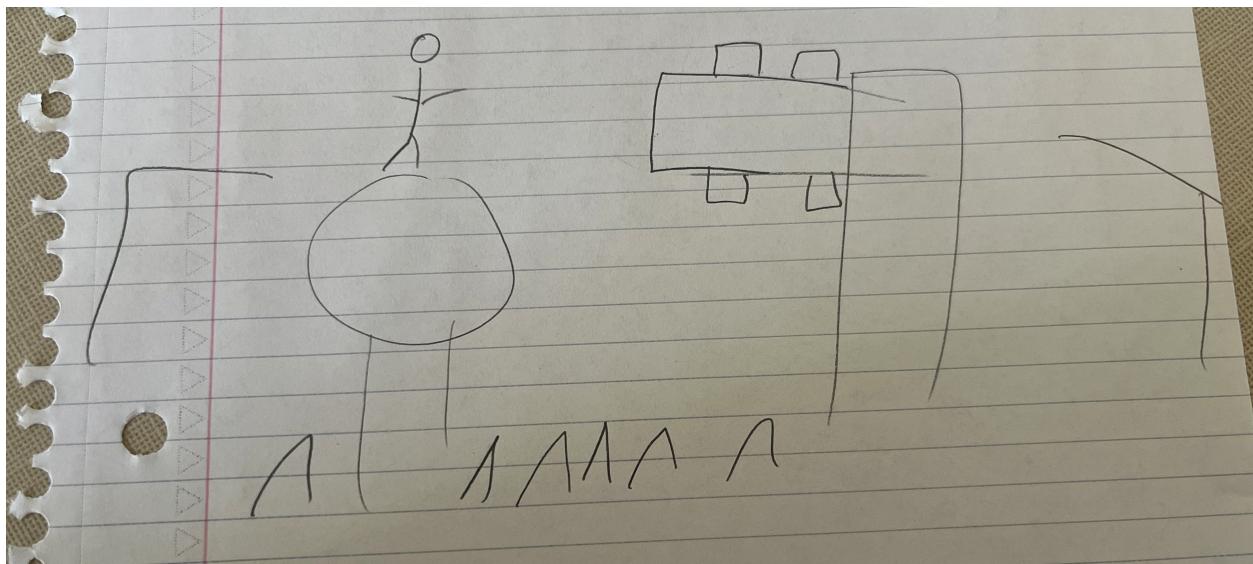




Image of wipeout gameshow used for inspiration