Project Title: NFS: পথচলা

Team members:

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Our central plan consists of creating a game using BGI graphics, based on the everyday challenge pedestrians face while street crossing. Set upon the busy locations of our capital, the game will include the following features:

1. This game is mainly based on our everyday street crossing experience. The backbone of the game shall be a simple storyline-a player must reach destination B from location A (with A and B being named as real life locations of Dhaka) within a given duration of time. At definite points the player will have to cross different busy street intersections.

2. While crossing, the player must avoid being run over by other transports, which can come from both the right side and the wrong side of the street. At 4 way intersections, like that of Shahbag, the transports can come from a lot of directions, and of course, there'll be some of those rule-breakers who'll use the wrong side of the street as a shortcut. Once the player starts to cross the road, he cannot stop in the middle of any lane. He can wait in between two lanes, when all vehicles will cross both in front of and behind him. The player may also choose to wait for the traffic signals to come to his aid, but, he must remember, time is short!

N.B. Different types vehicles will have different speeds, which will be evident from the graphics. Vehicles which start after being stopped in the traffic will actually accelerate, making it even more challenging for the players!

3. If the player can cross through some specific points of the street while crossing, he will earn some extra credits, exemplified by bonus points, extra lives, time extensions, etc.

4. It will have multiple levels. Each successive level will increase the difficulty that the player must face to cross the street while saving time and his life!

5. We would like to add additional background music and graphics to enhance the gaming experience. While creating 3D graphics would be tempting, for now, given our inexperience, we would probably try to build the graphics based on the top view of the streets and vehicles.

6. Another thing which we want to think is per time refresh system. It’s actually something like a level, when played more than once, will never be same as it was when played before. Per time we will create a function to make a little modification to the level. This will also provide greater versatility so that a player does not become bored after repeated gaming.