**Problem Overview**Produce a professional demo showing the full range of your physics and simulation skills.

Using OGRE and either Box 2D or Havok, design and implement a playable puzzle game. You can make it 2D (objects’ movement and rotation confined to a plane) or 3D (involves significant movements and rotation in all 3 dimensions). Note that it will be much more difficult to obtain a high grade with a 2D project.

**Part I: Game Design**

Design Due 9am**, Tuesday 21st February 2012.**

Design a third person puzzle game in which the character can move around and interact with objects and the environment. These objects are used to solve puzzles necessary to arrive at an exit.

Write a description for the five types of objects you are going to use in your game. Note that to do well in this project, you should choose some objects that demonstrate interesting physics (e.g. destructible objects, a portal gun, a spring based contraption, etc.) One game which you might draw inspiration from is Limbo, which has many excellent ideas for objects and puzzles. See <http://limbogame.org/> for more, and you can also find a complete walkthrough of the game on youtube.

Use a storyboard to sketch out the level design detailing the puzzles that must be solved to complete the level.

Your design will be pitched to the course lecturers on Tuesday and you will be given feedback on it.