

Team Project Proposal (Due by 8 am, 3/24)

(Same contents, two different UI designs)

To get your mark, each team member must submit the same document.

Not accepting any late submission.

Prepare MS PowerPoint presentation in class

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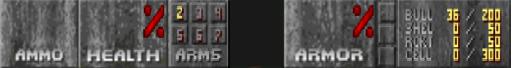
1. Briefly describe the overall theme of your project and background with reference.

Our project aims to create a simplified version of Doom using Processing, exploring the technique for rendering 3D visuals. Doom, as one of the most iconic first-person shooter games of the 1990s, played a significant role in the history of game development. Through this project, we seek to learn and understand the fundamentals of 3D visual effects, integrate basic game mechanics such as player movement, enemy interactions, and a simple shooting system. Our goal is to develop a retro-style game with engaging gameplay.

2. You must include sketches for two design variations as well as a short explanation of each design approach. If using any template (e.g, Wix.com) your team must describe your change/implementation approaches different from the original template (minimum 80% changes from the original template).

Thumbnail sketches & summary of 2 design approaches

Pages	Design 1 approach:	Design 2approach
#1	 A screenshot of the DOOM game start menu. It features a large, metallic "DOOM" logo in the center. Below it is a smaller image of a player character. To the right of the logo are three glowing circular icons. At the bottom left is a small thumbnail of a character labeled "Level 8". On the far left, there's a green button labeled "ENTER". On the right side, there's a vertical menu with options: NEW GAME, CONTINUE, OPTIONS, MULTIPLAYER, and CREDITS. Description: Start interface	 A screenshot of the DOOM RPG game start menu. It features a large, golden, blocky "DOOM" logo with "RPG" underneath. Below the logo is a "Start Game" button with a left arrow icon and the word "Options". Description: Start interface with simple function, like: start and exit the game.

#2	 <p>Description: Displays the player's Health, Armor, weapons, ammo, and score</p>	 <p>Description: Displays the player's Health, Armor, weapons, ammo, and score</p>
#3	 <p>Description: Real-time action as the gun is fired. Use mouse click to shoot.</p>	 <p>Description: Real-time action as the gun is fired. Use mouse click to shoot.</p>

#4		
#5		

References:

1. admin@retrogames.cz, M. (n.d.). *Doom (DOS)* - online game. RetroGames.cz. https://www.retrogames.cz/play_414-DOS.php
2. *Doom + doom II on steam*. Welcome to Steam. (n.d.). <https://store.steampowered.com/agecheck/app/2280/>