

Wesley Tsai 44396109  
tsai.wesley@gmail.com

Hamza Faran 12563110  
hamzafaran@gmail.com

## **Geometry Wars Clone**

### **Camera View (3D camera)**

- Top-down view, though, terrain is of a spherical surface
- Camera centers on your ship, but because the surface is spherical, the camera needs to rotate and translate to maintain the top-down view as the ship moves

### **Control (Interactivity, picking)**

- You control a ship, it shoots in the direction of where the mouse intersects with the map on click
  - Your ship emits light, and lights up the terrain and enemies near you (lighting effect)

### **Gameplay (Collision)**

- 3 Types of enemies with different movement patterns (Animation)
  - You die and lose a life if they touch you
  - They die when you shoot them
  - Difficulty increases with each wave of enemies
  - Number of kills used as score

### **Graphics (Shading, lighting, texturing, Control Panel, Advanced Rendering, Particle Systems)**

- Shading and textures on enemies, your ship, and terrain
- Scene will be lit with large sun (ambient lighting)
  - Additionally, each ship will have it's own light
- Score, life and stage on UI Panel
- Each ship will be modeled (**3D objects**) and textured (**Texturing**) in Blender
  - Nothing too fancy; will stick with the traditional Geometry Wars variations on basic shapes
- Particles on ship explosion
- Motion blur on camera movement

### **Future Plan**

- Online Multiplayer
- iOS, Android Compatible
- Kickstarter/ Campaign