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## **Final Project Proposal**

### 1. What we want to do

- a. For the Final Project, we would like to make a web game in which the user controls the player ball with the mouse to avoid the obstacles. When the user hovers over the screen with the mouse, player ball will move and the user is supposed to dodge all the obstacles that are coming in all sorts of directions. Once player ball collides with one of the obstacles, the game is over. The longer the user stays alive, the higher score he or she gets and more obstacles there will be.

### 2. Main areas of focus & main technical “meat”

- a. Our main area of focus would be Animation, which includes collision detection, particle systems for smoke, fire, etc., and procedural animation for water, wind, etc. For example, collision detection will be used to detect whether the player ball came in contact with the obstacles or not, particle systems for explosion will be used when player ball comes in contact with an obstacle and it explodes, Procedural animation will be used to make obstacles to come in all sorts of directions, and so on. As time goes on, there will be more obstacles present so that it gets harder for the user to dodge the obstacles. The directions of obstacles’ paths will be randomized as well. The more obstacles the player dodges, and the longer the player stays alive, the higher score he or she will get.

### 3. A tentative schedule for group members

- a. Jinnie and Inho live 5-10 minutes away from each other, so it would be easy for us to meet up whenever we are free.