**Project proposal template**

**Project Title (Game name): ……….**

1. Game description:

**…………………………………………………..**

**…………………………………………………..**

1. Main character model(s):

**………….**

1. First environment models (obstacles, collectibles, target): All models are textured

**1-**

**2-**

**3-**

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1. Second environment models (obstacles, collectibles, target): All models are textured

**1-**

**2-**

**3-**

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1. A first person shooter point of view will be implemented. The camera is the player’s eye.
2. A third person shooter point of view will be implemented. The camera is behind and slightly above the player (the upper part of the player is visible to the camera).
3. Navigation through the game is done using the keyboard and the mouse:

**1- The keyboard keys are used to move the player**

**2- The mouse buttons will make the player jump or alternate between camera views.**

1. The score is displayed on the screen.
2. Generation of animations with every user interaction will be implemented:

**1- There is a sound effect or transformations are applied (state what transformations will be used)**

**2-**

**3-**

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1. There is a light source that changes its color intensity and a light source moving in the scene:

**1- For example: the sun (daylight) is the light source and its intensity changes from white to darker intensity representing the night.**

**2-**

**3-**

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