

CS425 Final project proposal

Team members:

Game name:

Proposed work:

1. Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):
2. How would you divide the tasks among your team members (if more than one)?
3. How will you use procedural content generation in your game?
4. What are the other technical components that you will implement in your game?
5. Why do you think your game is interesting/exciting? You will need at least one from the following list:
 - a. Motion planning
 - b. Camera planning
 - c. Physically-based simulation
 - Rigid body, Flock/crowd, Deformable objects, etc.
 - d. Multiplayer/Networked game
 - e. Real-time rendering related methods
 - Shadow rendering, cartoon shading, normal mapping, etc
 - f. Sound related programming techniques
 - Stereo, real-time sound rendering, etc
6. Do you model your game after an existing game? If so, what is it?