

CS426 Game project proposal

Team name: Don't Feed the Birds!

Team members: Niharika Bitra, Jennifer Swann

Game name: Don't Feed the Birds!

Proposed work:

1. Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):

Feed the hungry squirrel/squirrel like creature by guiding fruit to him.

2. What are the characters and their resources (e.g., health points, number of characters, weapons, etc.) in the game? What are the behaviors of the characters and how do they interact with each other and their resources?

You are the wind. Your resources are wind strength/speed, trees for guiding the fruit, and the fruit itself. The wind sways the trees, bending them and directing where the fruit falls.

3. What types of conflicts do you have in the game?

You versus the birds. Birds flying through the trees will attempt to starve the squirrel on the ground.

4. Provide sketches/drawings to show how your game will be played. (Attach to this page)

5. What is the main language you will use to implement the game?

JavaScript

6. What tools/libraries you will use?

Unity 3D

7. What types of user interface will you provide/use?

Keyboard. Constantly oscillating wind meter to determine direction and speed. Similar to Bloons strength gauge.

8. What are the milestones you plan to have? Please give a short description and an expected finish time each for milestone.

Completion of Unity tutorial 2/8/13

Completion of the following key elements of the game:

2/22/13

Fruit physics (bounce at correct angles)

Tree physics (respond correctly to wind forces)

Tree loader (to allow different configurations of the tree branches)

3/8/13

Bird AI

Bird loader (to allow different flight patterns for different birds)

Menus

3/17/13

Graphics

Sound

1st Level

3/29/13

Level loader

9. What are the difficulties/challenges do you foresee? How do you plan to address them?

The biggest challenge is unfamiliarity with Unity, but we intend to devote a lot of time learning how to use it. Specifically, we will complete a tutorial that is directly related to the physics of the game.

10. How would you divide the tasks among your team members (if more than one)?

Task Division

Artist: Graphics (including menu graphics), Sound

Programmer1: Fruit Physics, Bird AI, Bird loader, 1st level, level loader

ProgrammerA: Tree Physics, Tree loader, Menus, 1st level, level loader

11. Why do you think your game is interesting/exciting?

Rather than directly controlling the bumpers, the player must consider how to intelligently influence the direction of gameplay.

12. Do you model your game after an existing game? If so, what is it?

It is similar to pong or pinball in the way you have to knock the fruit back and forth, only having control during actual impact with the trees.