

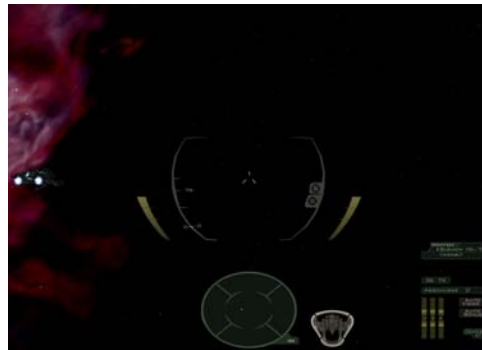
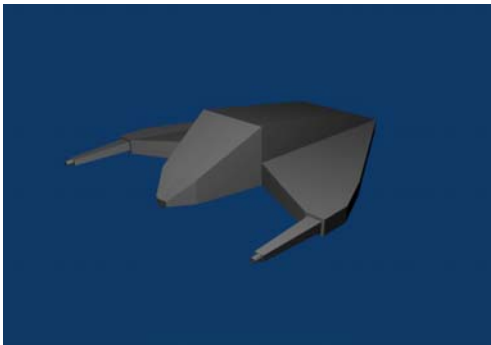
Freespace 3

Members:

Louis Marti, Fredrik Lidström, William Rall, Chris Williamson

Game Objectives:

Freespace 3 (working title) will be a single player space simulation that places the player inside a small spaceship. Players will have the option to participate in a series of missions of varying difficulty or engage enemies in a customizable skirmish mode. Both modes will feature a variety of different ships for players to combat. Agile fighters will attempt to outmaneuver the player while bombers try to destroy capital ships which are fighting alongside the player. Each ship will have different weapons and defense systems. These will include lasers, missiles, beam rays, flak cannons, shielding, and missile countermeasures. When a ship is destroyed, the resulting explosion will litter debris from the ship throughout the surrounding area. The player will have to make sure they don't collide with any large debris or asteroids in the area.



Phases of Program Development:

Phase 1: Design and construct the initial world environment. Configure rendering engine, a skybox background, environmental physics, and player movements/controls.

Phase 2: Introduce asteroids, then enemies. Implement collision detection, A.I., and simple weapons. Introduce sounds, explosions.

Phase 3: Add the Skirmish menu option, with user-definable parameters to set up battles. Add more weapon and ship types.

Phase 4: Start mission design. Add more weapon and ship types.

Phases 1 and 2 will likely involve most (if not all) of the core programming involved. After that, the phases intentionally focus more on content generation and feature adding to be determined and implemented as time permits.

Currently Anticipated Tools: Microsoft Visual C++, Ogre3D, Blender, OpenAL

Tentative Job Distribution:

Louis Marti – A.I., Ship Design, Mission Design

Fredrik Lidström – Weapon Modeling, Weapon Design, Sound

William Rall – Environmental Physics, Collision Detection, Player Controls

Chris Williamson – Ship Modeling, Explosions, Menu