

## **Game Proposal - Super Graphics Bros.**

CMSC498M: Game Programming

Oct. 26, 2006

### **Team Members:**

Jonathan Howard

Kyle McKillop

Gabe Sorrel

Mike Welch

### **Outline of game objectives:**

Story:

Darth Hugue is behind everything we hate about CP

Mount and Varshney are our only hope to bring CP back to the shining oasis it used to be.

Player objectives:

Get to the end of each level with the most points possible, while avoiding traps and enemies.

Objectives of the game itself:

An architecture that is easily both scalable and modable.

Gameplay that is easy to jump in and out of (casual gamers).

Fun for both players and modders.

### **Sketches & potential looks (be realistic):**

In general, we want to evoke the feel of a Mario game but with better graphics. The Donkey Kong games for super nintendo had more advanced graphics, and are a good goal for us to have as far as aesthetics.

The look and feel of each level will vary - especially with our architecture encouraging user-created levels, characters, and enemies - but included below are screenshots of Donkey Kong, for reference as to the general aesthetic we're aiming toward: clean and polished, and non-photorealistic. Users can of course create photorealistic models and levels, as long as the OGRE engine (which is very versatile) can support them. We just won't focus on this for our own purposes.

\*Note that the layers in the Donkey Kong levels below are rendered in perspective, even though the gameplay occurs on a 2D plane:

### **Tools you intend to use:**

OGRE for rendering engine

ODE for physics and collision detection

Visual Studio 2005

CVS

3DStudio Max

### **Phases of program development:**

Phase 1:

XML architecture

Simple level like Byrd Stadium (engine works)

Ability to run/jump/etc (physics)

Phase 2:

Ability to run/jump/etc (animations)

Collision detection

Enemies/AI

Phase 3:

Remaining player abilities (wall jumps, special powers)

Shadows  
Sounds  
A level editor(?)  
Sophisticated art/models

**Tentative job distribution to team members:**

Jon:

AI, Level Design, XML Architecture

Kyle:

Physics (OGRE/ODE integration), Collision detection

Mike:

XML Architecture, Sound

Gabe:

AI, Rendering/Graphics