

CMSC498M: Video Game Programming

October 26, 2006

Design Proposal:

### **Terp Campus**

Designers:

Adam Beytin

Jason Hammett

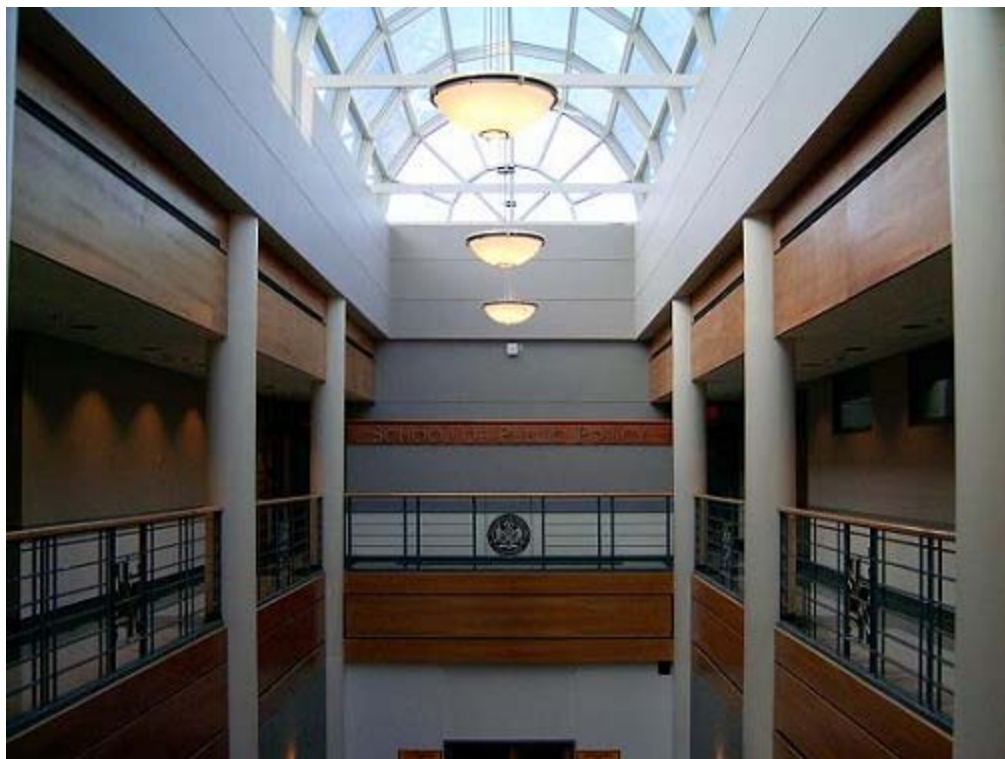
Thom Raybold

Overview:

In this project we will design a semi-realistic world modeled after a portion of the University of Maryland, College Park campus that combines a real-world environment with a mystery-based plot. The game, played from a first-person perspective, will take place in the Van Munching building of the R. H. Smith School of Business, which we will model as much as possible given the time constraints of the course. The plot begins with the player as a normal student on a relatively normal day, interacting with other students, when things begin to seem slightly awry. Students begin to disappear, the world begins to become progressively darker and more forbidding as the player must explore and solve mysteries to further unfold the plot. Eventually, the player discovers an evil menace and must destroy it to save the world.

The major draw in this game is its accurate depiction of the Van Munching building. We will create a “virtual tour” system where the user can literally traverse the school as it exists in real life. We are currently looking into making a deal with the business school to produce a full tour of the entire building for its own marketing purposes and, if successful, may later expand the tour to include more of the university campus.

Images:



**Figure 1 - A section of Van Munching Hall**



**Figure 2 - A section of Van Munching Hall**

## Tools:

### Software:

- Visual Studio 2003 & 2005 Express
- OGRE (open source 3D rendering API)
- Blender (open source modeling program)
- GIMP (open source image editor)
- OpenAL (free audio API)
- Audacity (free digital audio editor)
- Fruity Loops (audio synthesizer)

### Hardware:

- Digital cameras
- Electric keyboard, other instruments
- Tascam Digital Portastudio DP-01

## Development Phases:

Familiarize ourselves with graphics tools

Model basic portion of world and render in game

Begin modeling Van Munching Hall, section by section

Add object interactions and physics

Develop storyline, items, and game-play objectives

Develop characters and character modeling

Sound and music

Introductory sequence

## Distribution of Labor:

### Adam:

- Code
- Audio
- Physics

### Jason:

- Lighting
- Ambiance

Thom:

- Initial modeling
- Image editing and manipulation
- Animation

All:

- Story and game development
- Photography
- Introduction Sequence
- Modeling
- NPCs
- Gameplay