

Project Proposal

Overview:

The game that I am proposing is called Last Man Standing. It is similar to Smash Brothers but much simpler. Basically the whole point of the game is to knock every opponent off the platform and be the last player standing. But the platform is not static. The platform tilts to which ever side has the most players. This makes it easier to be knocked off the ledge and harder to stay alive. I also imagine having some power ups to make the player move faster and thus giving them more “hitting” power. There will also be blocks placed on the platform that enable a player to bounce back and forth like a pinball. The platform could also contain “gravity” blocks that if you get too close, they will pull you in, spin you around, and then split you out in some direction. Ideally the game should be multi-player, but given the time constraints on the project I'm not sure if that is possible.

Assessment:

The cool thing about this game is that it is simple and fun to play. There are no complicated rules to learn. It is a simple smash and grab type game. From a developers perspective, I think the coolest thing would be to learn how to use and incorporated a physics engine into a game.

Development Resources:

In order to complete this game we would need to incorporated a physics engine into the game. This will enable us to use gravity and have players slipping towards the edge when the platform is tilted. Using a physics engine, we could also adjust the friction of the platform to make it seem as though we are playing on ice. The rendering could be easily handled by Ogre or some other scene graph game engine.