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CMSC498M
September 12, 2007

Project Proposal

Game Name: Submit Server Meltdown

Description: The back story is as follows. As computer science majors are aware the submit server often does not seem to cooperate with student submissions. The idea behind this game is a devilish professor has decided to sabotage all the student grades by having the submit server tests fail regardless of the submission. As an eager student, you decide to take it upon yourself and fight your way through CSIC across the bridge to the A.V. Williams building until finally reaching the evil professor who resides in the room containing the location of the submit server. This game will be single player, played from a first person point of view. The environment will be mapped to reflect the exact structure of the CSIC and A.V. Williams buildings. There will be a background narrator, probably just a text box, that will provide the user with hints on how and where to progress as the character advances in the game. The character will encounter several obstacles periodically throughout the game. The character will be required to search through the map to find keys and other quest specific items in order to proceed. Also, the character will encounter several "boss's" whom must be thwarted before proceeding. The character's health and strength will be based upon a numeric system, starting very low and slowly becoming more and more by finding specific items that increase them. Basically, the character will follow the story as the narrator dictates, searching the maps for specific items and fighting through bosses until reaching the dreaded submit server.

Assessment: I believe the best part about this game would be the storyline. Many of us would agree the submit server needs to be destroyed and in my opinion this game provides an outlet to vent some frustration. Also, a big part of the game plan in my mind is to render the environment as precise and realistic as possible. The

game's strength comes from its combination of involving action and adventure with in an environment familiar to all of us.

Development Resources: The game environment will most certainly involve some complex graphics, however the structure and layout of the buildings involve many simple geometric figures and in turn I believe it to be a reasonable task to program them. Collision detection will be very important in the fight sequences as well as general movement throughout the map. The user must be able to know when his character encounters an item on the ground in order to obtain it. As far as sound goes, I was thinking a looping audio recording as background music during general play, distinct background music when engaging boss's, a recording of the narrators words to be played along with the text, and a simple sound effect to indicate an item has been obtained. The boss's encountered will contain simple, programmed A.I. in order to make overcoming them more difficult for the user. The environment will contain object modeling to help make the users experience in the map more realistic.