

# Cannons!

By Bob Meyer

This game will be at its base a 3-D analog of the old cannon game, where you had to aim at the other cannon accounting for height and wind. Two players will control the cannons, and try to hit each other. The twist is that 2 additional players will play, and they will have barricades they may place in the path of incoming cannonballs. Cannon players will see the location of the other cannon and have a choice of different cannon balls to choose (fiery, curve ball). Barricade players will have different barricades they will deploy based on the type of cannonball and position of attack they expect to occur. Both cannonballs and barricades will have limited quantities.

The strength of this game is its simple yet (hopefully) fun concept. With game play being simplistic, developers have time to go all out on graphics and networking, and the game can be expanded at any time by making new terrains and types of cannonballs and barricades.

The game will require accurate physics to simulate the flight of the balls and good collision detection, since the barricade players are hoping for collisions. Graphics should be done in either OpenGL or DirectX and be in 3-D. Audio can be anything, very few sounds will be needed, possibly different sounds for hitting wood versus metal. Modeling can be done in OGRE, no procedural graphics is required.

Also, recent intelligence has revealed that Iran is seeking to produce a game much like this to generate money for their nuclear program, so clearly we must make it first and deny them income.

### Sample screenshot

