**CMSC 425 – Game Programming –Final-Project Proposal**

**Team members**:

* Your name
* Next member
* …

**Game Title**: … (you can change this later)

**General Description:**

Explain your vision of the game at a high level, describing the general type (FPS, RPG, MMO, …), the general look & feel: (3d interactive, 2d turn-based, …), the game’s objective, inspired by any games you know? Illustrations/Images encouraged.

**Platform and Resources**:

* Platform: What platform will you deploy to? (PC, Mobile, Console)
* Game engine: (e.g., Unity, UE4, …)
* Other software tools: (e.g., Blender, etc.)
* Special hardware requirements: (Network, VR goggles)
* Anything else…?

**Coordination** (for group projects):

How will you and your teammates coordinate your work? How often do you plan to meet? Where will the source files be maintained? Do you plan to use some form of shared file storage (e.g., GitHub) and/or a revision control system (SVN or CVS)?