**CMSC 425 – Game Programming**

**Final-Project Proposal**

**Due Thursday, Mar 1 by 11 pm**

**Team members**:

* Your name (section number)
* Next member (section number)
* …

**Game Title**: … (you can change this later, but please don’t call it “TBD”)

**General Game 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**:

On what system do you plan to implement/execute your game? What software tools (e.g., game engine, graphics, geometric modeling, physics, audio) will you use? Will you need any special hardware (e.g., game system, head-mounted display, or gesture recognition)?

**Coordination** **Plan** (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)?