Project Proposal

Handed out Tue, Feb 8. Submit your proposal by Thu, Feb 10 (by 11:59pm). Submissions can be in the form of a Microsoft Word document or a pdf document. Please email your proposal as an email attachment to me mount@cs.umd.edu. If you need more time, please contact me.

Overview. Give a short (1–2 page) description of your game. Explain your game's general structure (e.g., FPS or RTS, single-player or multiple-player). Give a short description of the objectives of the game. Describe the general "look-and-feel", such as how the user interacts with the game and a depiction (ideally with sketches) of the game's appearance. Also, please explain any interesting internal elements that you hope to implement.

It is not necessary to provide details at this point, as I assume the details will be adjusted throughout the semester as you develop your ideas. A broad overview is sufficient. Here is what to provide.

Who is Involved: The members of the team.

Game Title: (You can change this later.)

Description of the Game: This is the main part of the proposal. Describe the game at a high level. How many players will play? What will the players see and how will play proceed? Provide sketches of sample screens.

Platform and Resources: On what system to you plan to implement/execute your game and what software tools (graphics, geometric modeling, physics, audio) do you envision needing.

Constraints. You are free to propose any general structure you like. The only pragmatic constraint is that it must be possible for you to present a short demonstration of the game to the class and to me periodically throughout the semester. Thus, if there is any special hardware needed, you will need to haul it into campus and set it up a few times during the semester. Keep in mind that you will need to scrounge together whatever software tools you will need. (I can provide suggestions.)

Words for the Wise:

Smaller but Smarter: Consider what you can achieve in a semester, given your limited tools, manpower, and resources. Since large-scale models, highly realistic graphics, and complex stories will not be easy to implement, consider how to generate an interesting concept using primitive tools.

Do One Thing Well: Rather than doing a so-so job on many different elements, focus instead a single concept that will make your game stand out.

Plan in Layers: It is difficult to accurately anticipate how long each step in your project is going to take. Consider your *functional minimum*, your *low-target*, and your *high-target*. Plan to develop each before moving on to the next phase. If you are working in a group, think about how to partition the work so that team members can coordinate their work harmoniously.