Project Proposal

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What do you want your game to be known for?

Networking
AI
Art
Motion
Gameplay
Interface
Novel genre
Physics
What else?

Pick one thing to excel at – not quite the same as the real world…
How are you going to build the various parts?

Graphics engine – Panda3d, OpenGL, DirectX?
Physics engine – ODE?
Models – Maya, 3d Studio Max
Textures – Photoshop
Motion – keyframing, motion capture?

Don’t volunteer to learn too many new software systems!
Novelty

Please don’t just pitch a remake of your favorite game…

Make it novel on at some important, technical dimension. Shooting bunny rabbits instead of deer doesn’t make it novel.

We’ll focus on novelty when selecting projects and when grading. We’d rather see an interesting failure than a boring success.
Project Proposal

Name of Game

Game Genre [or description of how it relates to existing genres]

Brief Description

Significant Technical Features

  Will definitely do
  Hopefully will do
  Will do if things go swimmingly (plussing)
Requirements

Proposals

presented 2/23, 4 minutes/proposal
web page for pitch due 2/21 by email to
mlau@cs.cmu.edu
rank order six and we’ll assemble teams

Project Assignments—form teams 2/28

Projects March 2

Checkpoint #1: email report to faculty (March 21)
Checkpoint #2: oral report in class (April 4)
Checkpoint #3: email report to faculty (April 18)

Final Presentation: Final Exam slot in early May

Post Mortem: due by noon the following day
Previous Projects

http://gamedev.cs.cmu.edu/spring2004/project/games/

Space Shooters
http://gamedev.cs.cmu.edu/spring2004/project/games/spaceshooters-web/

Save the Sheep
http://gamedev.cs.cmu.edu/spring2004/project/games/simbic-web/

Demolition
http://gamedev.cs.cmu.edu/spring2004/project/games/simbic-web/

Invaders from Blarg

GodBlasters