Senior Project Proposal

Project Overview:

The project will be a first person shooter game (FPS or fps), featuring destructive environments, explosions, and much much more (see grading list for features). The primary focus of the this project if to create a fps using knowledge gained over the years at NMU (Object Oriented Design, data structures, etc.) and to apply knowledge outside of what is taught of class (level design, cinematic drive, game analysis, beta testing, etc.). Using the knowledge, and combining it with a passion for games, I plan to take the entire winter 2011 semester to create this game. The ideal release date will be within the second week of April, the first week used for beta testing. See time table for project.

* February: Write script. Create “Shell” of levels, no AI as of yet. Visual and sound FX will be put in where it needs to be. Planning of enemy positions will begin.
* March: Voice over and AI work will take place, enemies will be positioned. Finish FX. By end of March, beta testing should begin if not planned to begin, polishing starts (scrum occurs here).
* April 1st week: Beta testing will take place, limited numbers of copies will be distributed among peers, feedback will be given and final changes will be made.
* April 2nd week: Release date! TBA

Grading Scale

There will be a total of 175 points. The grading scale is as such:

* A: 175-157 (90%-100%)
* B: 156-140 (80%-90%)
* C: 139-122 (70%-80%)
* D: 121-105 (60%-70%)
* F: <105

The points list is as such:

* 2 uses of particles - 10
* Ability to use keyboard and mouse configuration or gamepad - 5
* At least one use of some sort of infinitely long level - 10
* 5 levels, average play time about 10 min per level – 10 per level
* Include “standard” list of weapons (handgun, rifle, shotgun, sniper, heavy) – 2 per weapons
* Implement non-traditional health bar – 10
* A plot (even cliché) – 10
* Destructible environments – 10
* Game play is immersive (subjective, but will be important to me) – 10
* Sound & lighting effects for weapons – 10
* Non-weapons pickups (health, ammo, etc) – 10
* Enemy AI puts up a fight – 10
* Correct Collision detection – 10
* Saves per level – 10

Total: 175 points