

# 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](mailto: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/simciv-web/>

Demolition

<http://gamedev.cs.cmu.edu/spring2004/project/games/simciv-web/>

Invaders from Blarg

<http://gamedev.cs.cmu.edu/spring2004/project/games/invaders-web/final.html>

GodBlasters

<http://gamedev.cs.cmu.edu/spring2004/project/games/invaders-web/final.html>