

Dirty Diesel

Ceng 491 Senior Design Project Proposal

1395045 – Anil Yigit Filiz

1394642 – Berkehan Altinkaya

1394600 – Derya Akpınar

1394980 – Gunes Efe

11st October 2006

Company Name :

Dirty Pixel Studios

Team Members and Their Roles :

Anil Yigit Filiz – 1395045 – The Leader, Initiator, Devil’s Advocate.

Berkehan Altinkaya – 1394642 – Initiator, Recorder, Devil’s Advocate.

Derya Akpinar – 1394600 – Timekeeper, summarizer.

Gunes Efe – 1394980 – Optimist, gate keeper.

Project Topic :

The project is a massive online multiplayer game with 3D graphics. It involves building a powerful graphics engine capable of realistic rendering of surfaces and objects, a game engine including an experience system and AI enemies and network capability of at most 100 people. These kind of games support environment to hundreds of players to play games simultaneously over internet. The most important side of these games is that they really consume too much time of the players. There are various kinds of online 3D games which some of them needs memberships and original copies of the game itself. Knight Online and World of Warcraft are two examples of these kind of games.

Possible Application Areas :

Since these games are for people who looks for fun and devotion, main concern of game companies is new ideas and sellable tools for the game which makes it easier to make players’ way to the top. Online or offline distribution and some privileged memberships may supply good income to hire innovative people, purchase new servers, etc. Also being a flight simulation strategy game, some sponsorships of international or local flight companies will make it easier to support the project economically.

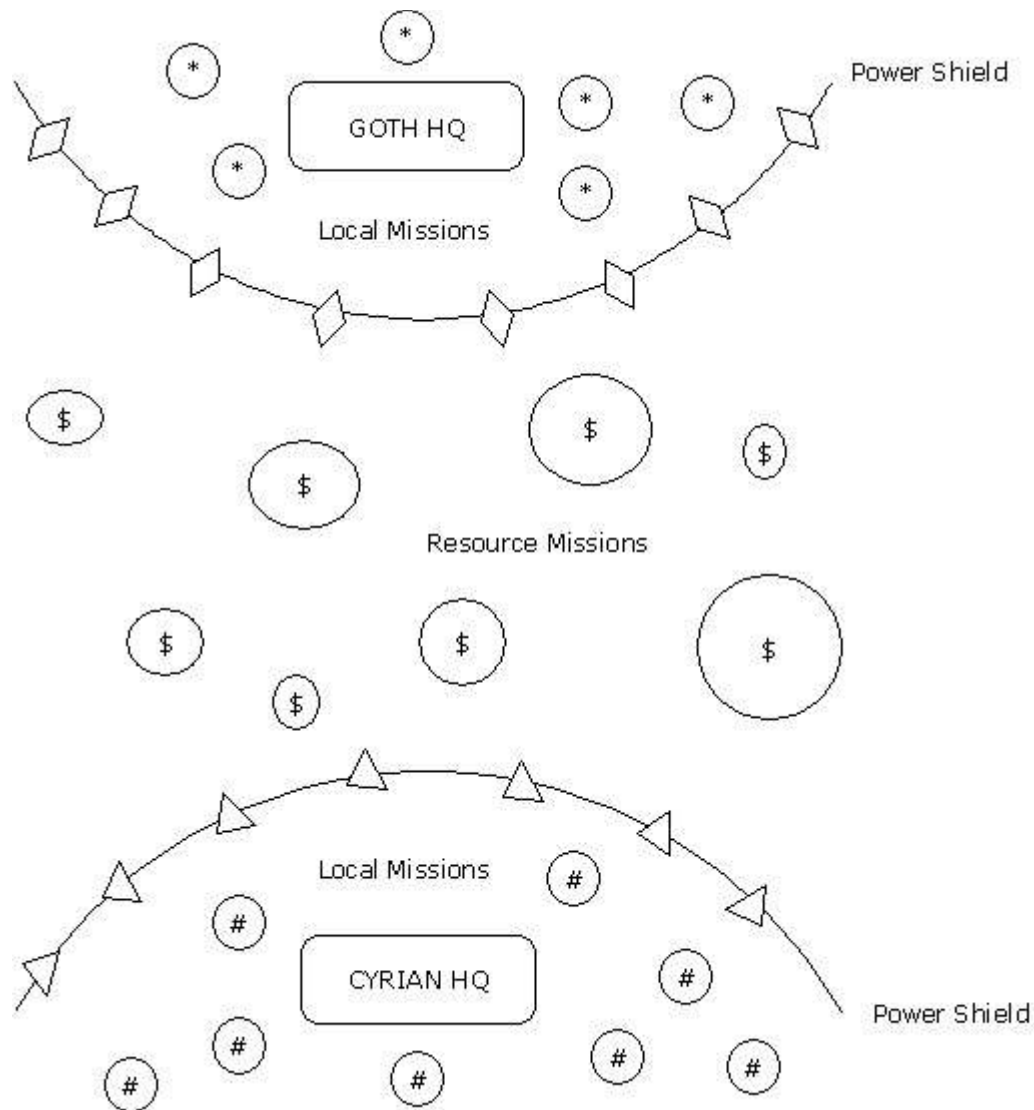
Initial Ideas & Possible Features :

Our initial idea is a spaceship simulation strategy game. The scenario for the game is as follows :

Human race discovers a new race in the universe. This new race whom are physically and mentally different than humans call themselves "Goths". The government of human race sees Goths as a threat to mankind and finds the idea of war against Goths logical. After years of terrible war between Goths and humans, Goths defeat the human race and starts to invade the headquarters and other human mercenaries. The biggest reason for Goths victory is their tremendous power shield which makes it nearly impossible for humans to destroy Goth spaceships. As a result of this invasion humans reunite under the command of general Cyric. This new race which is left from the humans calls themselves Cyrians. General Cyric organizes rebellion armies and gather strong forces enough to force Goths to sign a peace treaty. Since 2961 both races lives in peace.

Then comes the year 3142. Cyrians constructs their own power shield which is as strong as the one of Goths. The revenge instinct of Cyrians forces them to design a Destructive Laser Beam (DLB) to deactivate the Goth Shield. Goth mystics foresee this plan and counter-plan a ritual to create a portal that can transport anything inside the power shield of Cyrians. War is on its way and two races must gather enough resources as fast as they can to the create their ultimate weapon of destruction.

We drew a mini idea map of the game and tried to brainstorm for possible features. Minimap is as follows :



Goths and Cyrians will each have a Headquarters which will distribute available missions to the players. The game will have two phases. In the first phase it will not be possible to attack the headquarters of the other race. Only the (*), (#) and (\$) missions will be available. (#) and (*) missions will be easier than (\$) missions. (#) and (*) missions will concern only the local security of the Cyrian or Goth area. (\$) missions are for the necessary resources for building the ultimate weapons. In these missions different NPCs will try to prevent the players from gathering the resources. A gathered resource of one player may be stolen by another player from the other race. So an event like “capture the flag” may occur while playing the game. Once enough resources gathered the race will

have the opportunity to deactivate the shield of other race. Once deactivated the first phase for that race will be over and no new player will be accepted to the game. In the second phase races will try to destroy the HQ of other players. First one to destroy the others HQ will be the winner.

While playing, players will gather experience points and some cash in order to upgrade their ships traits like "speed", "weapon", "defense" or "radar". Players will also be able to purchase miscellaneous weapons by the cash they have.