

PROJECT PROPOSAL

Company Name: NOVART

Team Members: İbrahim Özbay, Serhat Solak, M.Zahit Özcan, Yunus Kocaman

Project Title: Adventure Game

Scope and Description of the Project:

We will be developing a first person shooter style, 3D adventure game. The game will include arcade options, interaction with enemy. For the action of the enemy we will need AI.

To make the game more playable and enjoyable, the game will include character selection and difficulty options. There will be several episodes and to pass one episode you'll have to solve the required puzzle as well. The game will be made more attractive with the use of animations at the beginning and ending of the game and between the episodes.

The characters will have certain properties such as height, weight, agility, hit points, strength, armor and weapons unique to each character. These properties will affect how fast the character moves, his resistance to attacks from an enemy, and the amount of damage he can give to an enemy with one shot.

The use of lighting, shading and sound effects will make the 3D scenes of the game more realistic.

The game will not have a multiplayer option and the controllers will only be the keyboard and mouse.

Software and Hardware:

We will use Microsoft Visual C++ as the programming environment and use OpenGL as the graphics library. The game will run on Microsoft Windows 98/XP/2000/NT.

We expect that the game will require 128 MB ram, and some graphics card supporting OpenGL commands with 64 MB ram, and some processor such as Pentium IV 1GHz.

Meeting:

On the 8th of October, we have made our first meeting. We have chosen M.Zahit Özcan as team leader. Also we agreed on the following rules:

- 1-There will be at least one meeting every week.
- 2-The time and date of the next meeting will be scheduled on the current meeting.
- 3-Everybody will come to the meetings, and they will come on time.

4-On each meeting we will discuss the things to be done and give duties to each member.

5-On the meeting, each member will give a briefing about what he has done.

On the first meeting we have decided on the topics that we should research immediately, to get an idea about 3D game programming. We have decided that the topics should be distributed among the members. The following are the topics that we will research until the next meeting.

1-Artificial Intelligence (Serhat Solak)

2-Ray Casting (İbrahim Özbay)

3-3Dmax (M.Zahit Özcan)

4-Scenario (Yunus Kocaman)

Also we have given roles to each member for the meeting:

-Devil's Advocate (Serhat Solak): He will be pointing out the possible problems with the idea being proposed. He will question whether the solution to the discussed problem is practical or not.

-Optimist (İbrahim Özbay): He will motivate the team and state the good aspects of the ideas and develop these ideas.

-Timekeeper/Gatekeeper(Yunus Kocaman): Each member will have a certain time interval to make his speech. The timekeeper will keep the time during the speech. After each member has finished Yunus will make sure everyone gives an input on the issue.

-Summarizer (M.Zahit Özcan): He will summarize the meeting and make a list of options. He will distribute the next week's duties as the leader. He will report the results of the meeting to the assistant.