

CENG 491, Fall 2004 – Senior Project, Proposal Report

ADVENTURE GAME – A7

10.10.2004

Group Name: Wirtual Wision

Group Members:

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Table 1 – Group Members

Roles & Responsibilities:

Project leader is responsible for the coordination of the group members and assigning the tasks to the team members. Also, he deals with the communication external to the group.

Meeting manager arranges the place and date of the meetings. He determines the meeting agenda, gives part to the members for them to deliver their ideas and comments on the agenda. Tracking of the project schedule is also one of the responsibilities that the meeting manager has.

Reporters deal with recording the meeting information, decisions made during the meetings and the details of the meeting progress. Furthermore, it is also the reporters' duty to document the progress made during the project lifecycle.

Research manager coordinates the members' research activities. Also, he compiles the documentation obtained from the researches.

The roles and responsibilities are subject to change among members to provide the members with the opportunity to experience all kind of duties through the project development.

Project Leader	Rakıp Yaşar
Meeting Manager	Alper Taş
Reporters	Kubilay Timuçin, Ercan Şahan
Research Manager	Doğan Sever

Table 2 – Roles

To have a more effective meeting, all the group members undertake several meeting roles such as initiator, skeptic and optimist.

Project Title: Beyond the Sight (3D Adventure Game)

Scope and Description:

In this project, it is aim to develop a game software which will involve Computer Graphics (CG), Human-Computer Interaction, Artificial Intelligence (AI) and Language Processing aspects. The main motivation that leads us to choose this project is the interests we have in the field of computer games.

The game is based on missions to be completed by the player/s who will face with several obstacles towards the final target. In particular, the player plays the role of an agent who is assigned to investigate secret information in a military base of a foreign country, rescue the hostages and/or destroy the base.

It is aimed to implement several features which will provide the users with easy-to-use multi-player game software. These features will also contribute to the maintenance of the popularity of the game.

To present the game and to introduce how the game is played to the players, the software will include several multimedia fragments.

The software will enable the users to add new missions when they finished the parts of the game they have. It will be possible to download new missions from the Internet. This property will make the game more enjoyable in that it will give the players the chance of playing the game in different maps. The map builder will help us generate the default maps delivered with the game software and the ones to be available on Internet.

Another feature that the game will facilitate is the difficulty level implementation. By means of this feature, players will be able to select different difficulty levels in each of which the capabilities of the enemies will be determined accordingly. AI methods are going to be applied to achieve this purpose.

There will be a network option to enable the users to have multi-player sessions.

To ease the usage of the game, the players will be provided with little tips that appear when necessary. Moreover, in multi-player sessions, the players will be capable of communicating with each other via instant text and voice messaging.

Unlike the ordinary viewing techniques, the game will have an isometric viewing in which camera views will be applied instead of a player oriented vision. This will facilitate the performance of the software in that it reduces the calculation of predicted scenes.

Hardware and Software Requirements:

Development:

- Microsoft Visual Studio 6.0 Enterprise Edition Environment
- Pentium 4 computers with at least 128 MB main memory
- UML Tool

Programming Languages:

- C++
- OpenGL

User Requirements:

- Windows XP Operating System
- Network connection for multi-player games

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