

Summaries for Possible Final Project Games

IMGD-3000/3500, B Term 2007

Team members (Full Name, Email Address):

1. Game Name: Hooping

Game Genre: 3-D Racing

Brief Description:

This is a racing game for space ships. Each participant must maneuver a space ship through a series of check-point hoops laid out along a course. Because this takes place in space, successfully navigating the course will require maneuvering in three dimensions. Think of this as pod racing in 3D.

Significant Technical Features:

1. First-Person View
2. Movement in 3-D
3. Damage changes ship characteristics (handling, speed)
4. Various obstacles on each hoop segment

Significant Artistic Features:

1. Cell-shaded graphics
2. Ships made out of found/recycled materials
3. Each hoop has a different visual and animated look
4. Each obstacle is either a mechanical or animal

2. **Game Name:**
Game Genre:
Brief Description:

Significant Technical Features:

Significant Artistic Features:

- 3. Game Name:**
Game Genre:
Brief Description:

Significant Technical Features:

Significant Artistic Features: