

# Summaries for Possible Final Project Games

IMGD-3000/3500, C Term 2009

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:**