Game Proposal

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For our project, we intend on creating a three dimensional multiplayer first person shooter. Each player enters the battlefield in their own self contained, procedurally generated environment. Within this environment, players will compete for supremacy in the overlapping regions of their areas. This competitive aspect leads to an intense manhunt hide and seek style of gameplay.

Our game is unique in that the map is randomly generated for every player, placing them into unknown territory every time they enter a new match. This mechanic allows helps to keep the gameplay from becoming stale and repetitive. And because there is no way for them to know ahead of time where their enemy may come from, players have to be alert and aware of their surroundings so they do not run themselves into a dead end.

The functional minimum layer of our game would need to have aspects such as player movement, player view, along with a static level for early testing. Our low target would include things such as random level generation, a weapon, and player-weapon interaction. Our desired target level is to have the multiplayer aspects done along with player-player interactions and the overlapping of individual levels. Our high level target focuses more on adding different overall aspects and player settings. This includes things such as a start menu and in-game menu systems, character customization, and the addition of new weapons for players to use.

If provided the time, we may try and initiate aspects such as a leveling system that would unlock certain things for the player once a certain level is hit. This could be anything from a weapon, player skin, or weapon skin so that the player has more customization options for their avatar. Another aspect we may add is the addition of weapons and different weapon types, for example, players may be able to find a crossbow or sword on the battlegrounds or as a reward for leveling. Lastly, we believe that adding in additional game modes would provide a new feeling for the game. The standard game mode is similar to a traditional free for all, no teams, no real objective, just get in and try not to die. Additional game modes that we could add would be modes such as capture the flag, team battles, and last man standing.

For the criteria we are going to be using to judge if the design was a success or not, we simply plan on interviewing those that played the game. If they enjoyed playing the game then the design was a success.