

# DM80 Computer Game Programming

Fall 2005

## Project II

Department of Mathematics and Computer Science  
University of Southern Denmark

October 27, 2005

### Introduction

The purpose of this project is to allow you to try out, in a game project defined by yourself, (some of) the techniques discussed during the course.

The project is to be done in groups, preferably of size three.

### Requirements

You are to define and implement a game of your own liking. The game contents is entirely up to you. The only requirement is that the size (in terms of coding) has a (vaguely defined) lower bound of two times that of Project I.

### Formalities

You should first hand in a one page description of the intended game. This should include a description of the game idea (game setting and gameplay) and a prioritized list of the planned features (most important first, most optional last). Also mention which game programming techniques you expect will play a part in your project (e.g. what kinds of AI, collision detection, physics simulation, terrain generation, graphical techniques (lighting, textures, shadows), polygonal models, animation, . . .).

The deadline for this is

<i>Tuesday, November 1</i>
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For the final project you should hand in: A CD-ROM with the program (directly runnable on either Linux (machines in Imada terminal room) or Windows XP) and a printed report of 8 to

25 pages. The main aim of the report should be to describe the design choices made during development, the reasoning behind these choices, and the structure of the final solution, as well as give a user manual for the game. A copy of the source code should also be included on the CD-ROM.

You must hand in the report and the CD-ROM by

*Tuesday, December 20*