COMP 2501
Fall 2012

Team Project Game Proposal

Due Date: Group members list is due on Monday September 17, 2012 by 22:00.
Document to be submitted on webCT

Changes/corrections and revisions will be listed here.

Objectives:
1. To ensure that teams are formed
2. To ensure that all team members have met once and exchanged contact information.

1. Overview

For the final project of this course your team is required to design and implement a 3D computer game. The game is to be built using Visual C++ and DirectX (mainly direct3d).

In this phase of the project you are asked to form that team that will work with you to complete the course project.

The project game is joint effort by all team members. Working together is rewarding as you can accomplish significant amount of work. It is expected that the game will be worth several man months (200-400 hours). The game quality should also reflect the fact that the development is spread over three months.

2. Deliverable Grading

There is no grading for this deliverable. However, students who do not have a team by the due date will be assigned teams at random by September 19, 2012.

3. Deliverables

Each group will be made of three members. If you wish to form a group of four, then please contact me.

The deliverable shall include: a. the name of the group/game b. list of group members including: first name, family name, student number and email address of each team member.