

Project Calamity

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Executive Summary

Project Calamity is a PC video game focusing on horror elements and First-Person Shooting gameplay. The game is intended to be played in a dark room!



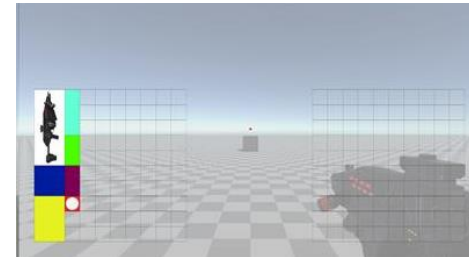
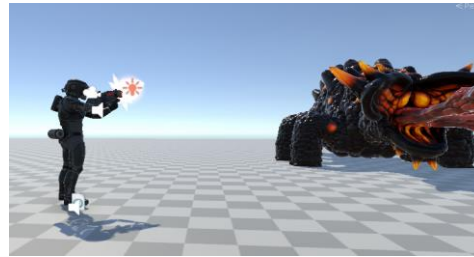
Background

The purpose of this project is to contribute an original piece of art to the entertainment industry. The team wishes to pull the audience into our imagination where they can engage in a unique experience designed to challenge, inspire and entertain.

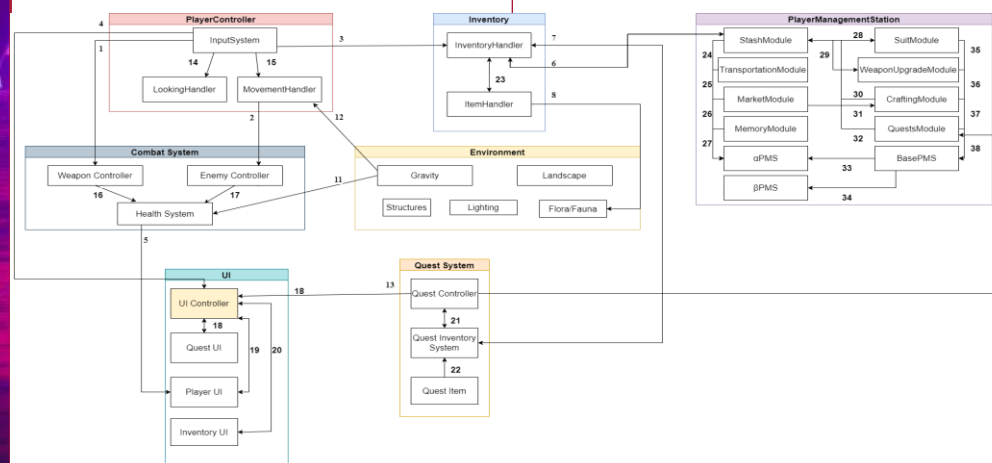


Conceptual Design Phase

The system consists of seven interacting layers. The Player Controller takes input from the mouse and keyboard and disperses those inputs to the relevant systems. The combat system controls all behavior related to combat between the Player, enemy characters and other damageable objects. The Player Management system is the back-end of all the menus of the game which interface with other subsystems such as the Quest System for choosing quests and Inventory System for accessing items. The Environment controls all the visible characteristics of the game outside of the characters and UI. The UI controls all the visual elements superimposed onto the screen such as health, ammo and menus.



Detailed Design Phase



Prototype & Test



Conclusions

Project Calamity is a functioning First-Person shooter which meets the client's intended goals. Scope creep and overzealous feature proposals were obstacles in the design process and were combatted by dynamic product pruning and team compromise.