

Termanator

6.111 Final Project

Team Members:

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Project Abstract:

This project focuses on the design and implementation of a first-person shooting game with a little twist. The player will be taking the role of the “Termanator,” with the mission to kill as many enemies (“termen”) as possible. As the game progresses, termen will be coming at the player at increasing speeds, incrementing the game’s difficulty. To stay alive, the player must destroy each terman by shooting a constant stream of “blocks.” Such stream is controlled by the Termanator through a specialized gun known as the “tergun,” which uses a pointer and a shaker to respectively determine the target and the intensity of the stream. If a terman gets too close to the player, the game is over, and the score is recorded. Ultimately, the objective of the game is to obtain the highest score, for the purpose of eternal fame.

The system will consist of three main components: the inputs, the game engine, and the graphics. The inputs are used to generate the power and direction of the stream, so that the game engine is able to calculate the respective game events. The game engine will be creating a structured output for the graphics component, enabling termen and the stream to be displayed onto the screen. Currently, it is uncertain which team member will be working on which component, but ultimately, great team collaboration is needed to make this project a success.