

Campus Fight

CSEE4840 Final Project Proposal

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1. Description

In this project we intend to implement a fight game. Basically, the player controls a role to fight enemies with kicks, punches or special combo attacks. The game allows one or two players to play together. There are three modes of game for selection. In a single fight game, one player can fight against one program controlled role; in a v.s game, two players fight against each other; in the story game, one or two cooperating players fight against multiple enemies in a large wrapping scene. In a complete implementation, players can choose keyboard or joystick as their controllers.

2. Implementation Features

- PS2 keyboard action control, capable of fast key response and multiple key strokes at the same time.
- VGA graphic display using RGB color. Simple 2D graphic effects for actions and scenes.
- Sound effects for role actions and background music.
- Spacial and time-ordered judgment of action interaction.
- Simple AI algorithm design for program controlled roles.
- Multiple gaming roles with unique properties and actions.
- Multiple large scenes with interactive environmental objects.

- Joystick action control through USB ports. (optional)
- Multiple selection of game modes. (optional)

3. Project Milestones

Milestone I

- ⊙ Build PS2 keyboard driver
- ⊙ Build VGA driver
- ⊙ Simple display of game roles
- ⊙ Role action judgement modeling

Milestone II

- ⊙ Graphic effect implementation
- ⊙ Build game scenes
- ⊙ Sound effect and background music
- ⊙ AI design

Milestone III

- ⊙ Implementation of complex combo actions
- ⊙ Test for two players mode
- ⊙ Scene wrap up and story line events model (optional)
- ⊙ USB driver for joystick (optional)