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)