PROJECT PROPOSAL

CENG491 Fall 2006

Team Name: CORE5

Project Subject: MULTI3D

Team Members:

ALPER DAŞ

MUHAMMET SABRI KAYA

MUSTAFA KAYNAK

SEMIH KEKÜL

JOSIF GRABOCKA

Team Roles:

Alper Daş: Team Leader, Initiator

Muhammet Sabri Kaya: Optimist, Initiator

Mustafa Kaynak: Gate Keeper, Time Keeper

Semih Kekül: Recorder, Summarizer

Josif Grabocka: Devil’s Advocate, Initiator
**Project Description:**

The main goal of the project is to develop a MMORPG (Massively Multiplayer Online Role Playing Game) with 3D graphical representation.

The scenario is as follow:

In a fictional world, where, there are three civilized nations living in different parts of the world. Evergrowing conflicts among these nations finally leads to long lasting wars. The neverending thirst for power drives the leader of one of these nations into deciding to use the army of powerful ancient creatures, which are mentioned in the manuscripts. Without being aware of the nature of these creatures, he finally finds a way of freeing them hoping to easily control that army. But things go wrong and his summoned army becomes the doom of him and the entire world. In such a miserable time; warriors, mages, rogues and some other type of characters (players) from the three nations try to defeat the evil army to bring peace to the world.

Each player fights through creatures to gain experience and collect weaponry to confront much tougher monsters. Also finding great treasures hidden in dangerous dungeons attracts many adventures.

**Technical Work Distribution:**

- Alper Daş: Graphics Engine Programming
- Semih Kekül: Game Engine Programming
- Josif Grabocka: Artificial Intelligence Programming
- Mustafa Kaynak: Network Programming
- Muhammet Sabri Kaya: Network Programming

All members of the team take place in the documentation of their related work.