Overview: First person king of the hill style game. Mostly flat terrain, desert setting, with a hill right in the center of the map. FPS like walking and camera movement.

The game premise is your in the middle of nowhere, desert flat terrain with hill right in the center of the map. On top of this hill there is a sniper, or a large cannon, who is actively searching/hunting the player. The player’s goal is to survive the harsh environment and get to the top of the hill before he is killed (and become the sniper).

System overview: C++, OpenGl, OpenAl

Game Requirements:
- 3D graphics, with a first person view.
- Text on screen
- Ways to interact with the environment
- Some sort of system for handling player death, hunger, thirst, and actions.
- Keyboard to control character movement, mouse for camera and player direction.
- Rendering hands when being used
- Models befitting a desert.
Game Design:
- Textures
- Camera Movement
  * Camera synced up with player movement
- Physics
  * Decent movements
  * Gravity if player decides to jump
  * Collisions
    + Hitboxes
- Possible day and night cycle
- View bobbing to simulate movement.
- Terrain generation
- Modeling