

Project to be returned:

Mandatory:

- Main Menu
 - Play
 - Quit
- Gameplay
 - Win/lose condition (being able to replay the game)
 - Active gameplay loop of 3 mins
 - Mandatory features
 - Racing game
 - Lap/Timer
- Sound design
 - Sound management on events (SFX)
 - Looping music
- Visual particle effect
- Feedbacks
 - UI/UX
 - VFX or SFX on the vehicle speed
- Level design
 - Playable 1 map
- Build (to be sent before the delivery)

Bonus :

- Level design with different themes
 - City
 - Campaign
 - Mountain
 - Tron (futuristic)
 - Cyberpunk
 - Steampunk
 - Minecraft
- Procedural generation of level / bonus / penalty
- No more bonus / penalty
- More monsters with different patterns
- Leaderboard
- Easter egg
- More sophisticated sound design (Wwise, Fmod)
- Additional playable level
- Multiplayer
- Save/load system