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Class Activity

**Car Racing**

Primary gameplay mode of project:

Like every other *car racing* games, which includes new features like tracks and game modes. New items and characters were included, as well as improved multiplayer experience. Returning game modes are also present, such as the primary racing elements.

Changes:

Two players can race in the game, a players can choose from more than 15 different cars if unlocked. Players can participate different missions. Players to gain rewards in the game and then use them to unlock new items in the *game*. It was suitable for children with ages from 9-17 or more than 17 can also play it.

Controlling:

Accelerate: The car will begin to pick up speed until it has reached its top speed.

Brake**:** if other car comes the player can use brake option.

Turn: not turn directly but if a car comes or an obstacle comes in a way the car can turn itself a little bit.

Modes of play:

1. **Missions:** There will be some different clearance levels up to 4, this mode is similar to the story mode from past racing car games. There are five different types of missions – races with different tracks In order to advance to a different clearance level.

2. **Free Play**: Any unlocked missions can be played with a friend or can be played alone.

3. **Awards**: Badges and coins can be used as achievement system, being awarded every time a player makes a significant accomplishment in the game. Receiving a badge or coin player can also buy a new car means he can unlock new car.

4. **Settings**: The game's settings can be modified. Player can make changes in screen display and audio distribution or how player wants to control a car.

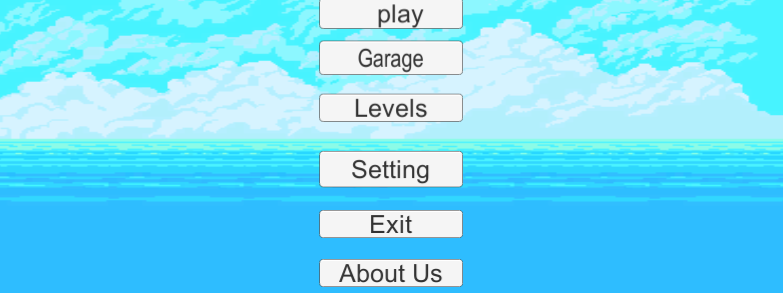
**5. Garage**: Here a player can view cars, unlock the car. Once a car is unlocked, player can pick it and if player wants can do race in it.

Model that are using in game:

Third person camera model will be used. Because car and environment both should be visible.

User Interface:

Similar to this:



Challenges and actions:

There are different levels which will be locked when a player passes one level another level will be unlocked so player can play in that mode if player cannot clear one level he cannot go further more there will be money player can gain it so he can then unlock car as well or more items related to car.