**Car Racing Project Plan**

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1. **Player Control**

You control a – **Car** in this – from **top to Bottom** game where – **Player will race the enemies**

makes the player - **Move from top to Bottom**

1. **Basic Gameplay**

During the game – **Car** appear from – **The top of the screen**

and the goal of the game is to –**try more because the more u drive the more obstacles will get harder**

1. **Sound & Effects**

There will be sound effects – **Every time the race starts**

particle effects – **When the player drive the speed of the card it will shown on the digital clock**

There will also be – **Background ref sound during the gameplay**

1. **Gameplay Mechanics**

As the game progresses – **the more speed the car goes the sound gets heavier**

making it – **More difficult for the player to finish number 1**

1. **Object Spawning**

The – **Speed** will – **Increase** whenever – **The player finish number 1**

the star of the game, the title – **play before the race begins** will appear

and the game will end when – **The player hit by one of the enemies or obstacles several times.**

1. **Other Features**