



Game Development Seminar

group 01: Stunts 2005

Stunts 1990



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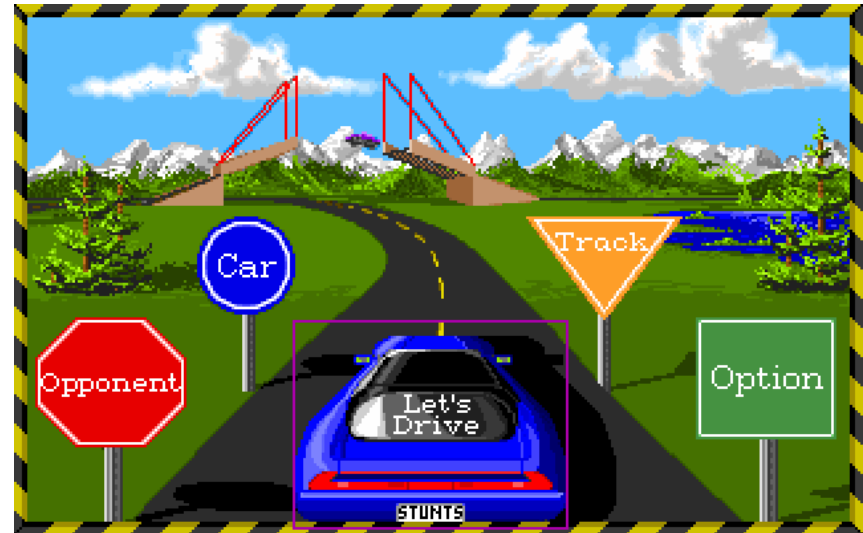
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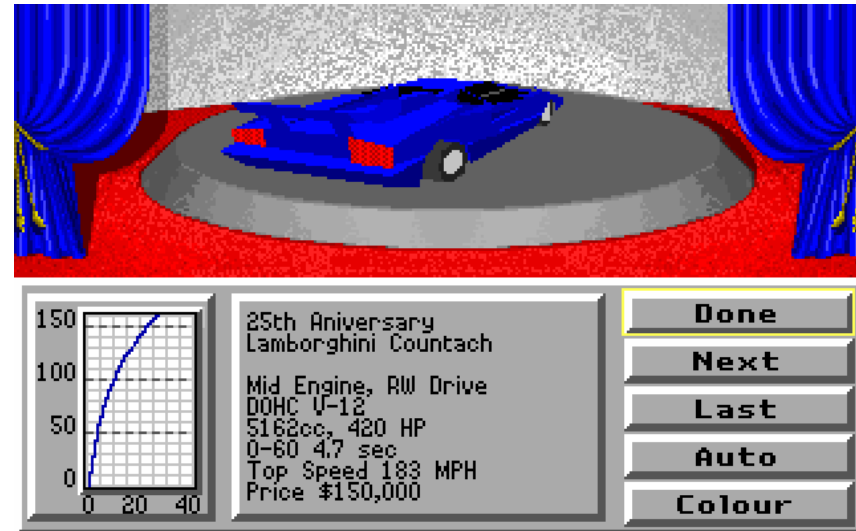
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- a lot of fun!
- realtime 3D graphics
- integrated map editor
- nice artificial intelligence
- interactive replay with several cameras

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- not just a remake as our aims are:
- doing a *new* game on the old model with
- state of the art graphics (Mode X -> hw shader)
- more realistic sounds (PC speaker -> Surround)
- extended control input (keyb. -> steering wheel)
- flexible game engine (multiplayer, career mode ?)

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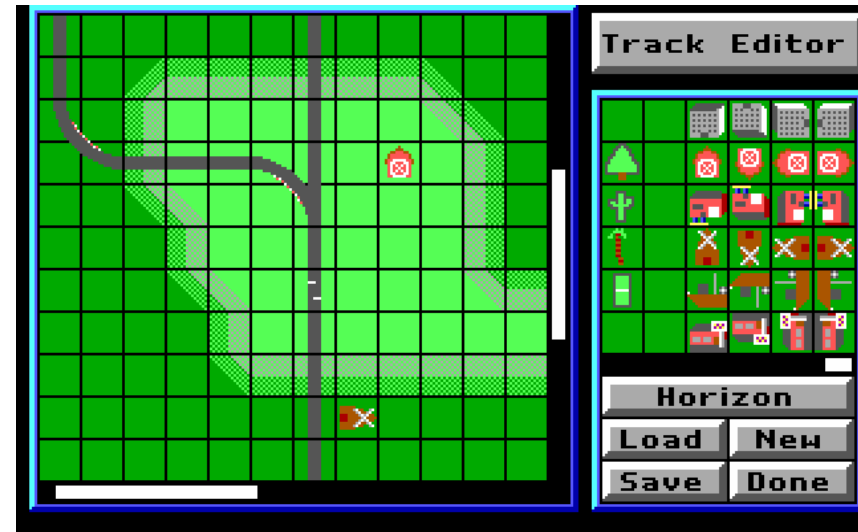
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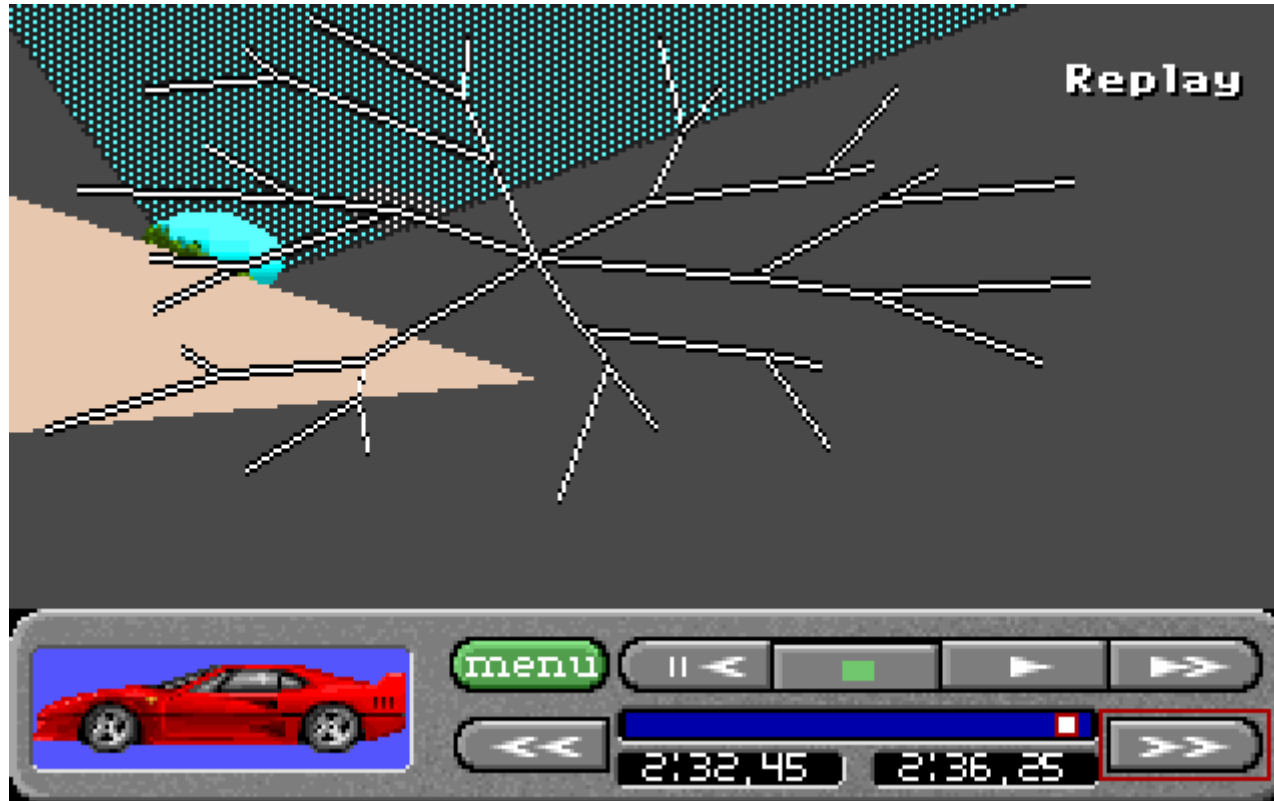
- capabilities:
- set of different cars (deformable meshes)
- set of various obstacles (loopings, bridges, etc.)
- map editor (objects will have sounds and effects)
- video recorder

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- extras:
- day/night simulation
- lively (organic) environment
- interactive sound scenery

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Thank you!