

# GRAND SNAIL PRIX

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## *a Lorem Ipsum game*

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This game was created in 48 hours during the Game Maker's Toolkit's Game Jam 2018 event hosted by *Mark Brown*. The competition's theme was "*GENRE, but you can't MECHANIC*".

*Grand Snail Prix* is a local 1v1 racing game **without speed**. Without this annoying mechanic, players will have more time to think which strategy should they follow to win the race and avoid obstacles.

## Controls

### On menus

On Main Menu you can select "Start" or "Exit" by clicking on them.

- **Start:** Will start a new race.
- **Exit:** Will close *Grand Snail Prix*

When the race finishes, you can go back to menu by pressing *Spacebar*

### In game

```
| | Player 1 (Blue) | Player 2 (Green) |  
| ----- |:-| -----:|  
| Move right| D | Arrow right |  
| Move up | W | Arrow right |  
| Move down | S | Arrow down |  
| Move left | A | Arrow left |
```

## Obstacles

### Rock -

Is a rock. You can't go through it.

### Leaf -

You will need a few seconds to eat it all, but then your snail will receive a remarkable speed buff.

### Popcorn -

Your snail will also eat it if it is close enough. Although, this will make your snail move even slower.

### Oil stain -

Take care, the floor is slippery. If your snail walks into an oil stain, he will slide until he leaves it.

### Shadow and shoe - -

Don't stay under it! Someone is trying to step on you!

## The Lorem Ipsum team

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We are a couple of third-year students of Multimedia Engineering in La Salle, Universitat Ramón Llull in Barcelona, Spain.

We are specializing our degree in videogame design, and we found that Game Jams are a great opportunity to test our skills.

We are pretty proud of what we have done. *Grand Snail Prix* introduce some interesting mechanics into racing games.

## Licenses

| Asset | Link to asset | License | Author |

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| Main menu music | <https://opengameart.org/content/retro> | CC0 | Anonymous |

| Race music | <https://opengameart.org/content/victory-victory-victory> | CC0 | Spring-Enterprises |

| Winning SFX | <https://opengameart.org/content/level-up-sound-effects> | CC-BY 3.0 | bart |

| Crowd sounds | <https://freesound.org/people/InspectorJ/sounds/398159/> | CC-BY 3.0 | InspectorJ |