**Rooster Racing VERSION: V0.1**

**SUMMARY:**

First design with no audio, and only with test models and animations. This version got only the main functionalities of the gameplay that consist in manual rotation and auto rotation movement of any racing game. This version comes with some test enemies. The player and the enemies got some powers to use when they got them from a power box. This version does not include AI for now and there are no levels.

This version is the fixed and ordered version of the previous rooster racing project from 2021.

**TECHNICAL SPECIFICATIONS:**

* This game only works for Windows OS in a 1366 \* 768 resolution.
* Only works on editor.
* Has old input system.

**OBSERVATIONS:**

* Development time: From 08/11/2022 to 08/18/2022
* Has movement, double jump and some powers for testing purposes.
* Has some npc roosters for testing purposes
* Has pause menu with navigation only with mouse

**DONE:**

* Feature: Player movement sideways with ‘A’ and ‘D’.
* Feature: Player jump and double-jump with ‘Space’.
* Feature: tackle sideways power.
* Feature: Throw egg backwards power.
* Feature: lay egg power.
* Feature: Power selection menu in HUD for testing scenes.
* Feature: HUD got fps count.
* Feature: Pause with pause menu.
* Feature: pause menu has stage selection, inputs remainder, level restart and game quit option.
* Feature: plain straight road stage.
* Feature: curve road with some props to interact stage.
* Feature: circuit close road stage.
* Feature: some npc bots that are also roosters, for the testing of the powers.

**Features and fixes for future versions:**

* Possible powers for the game:
  + speed up only for non-obstacle modes
  + open a new path
  + fake wall on new path
  + fake box
  + invulnerable y throw other placers in touch
  + knock down all players ahead
  + throw object forward or backwards, also x3
  + throw object that follows forward nearest player, also x3
  + throw egg that blurs other player view
* Obstacles for levels:
  + speed ups
  + holes
  + walls
  + slow part, like sands
* Possible game modes:
  + Obstacles modes with auto rotation. No powers. Solo play.
  + Racing mode. Manual rotation. Against other players. With powers.
  + Obstacle + racing. (maybe not possible due to the huge slow a wall hit may cause)
  + Chasing mode: Half of the players are chasers the others the runners. The chasers are behind the runners by a fair distance. The game end if the runners get to the end or if the chasers touch all of the runners. There are powers. May be wit or without auto-rotation.