**Rooster Racing VERSION: V0.2**

**SUMMARY:**

First design with no audio, and only with test models and animations. This version got both of the movements modes for the characters: the manual rotation and auto rotation movement through a path tracker. This version has the main menu and the basic test scene for now.

**TECHNICAL SPECIFICATIONS:**

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

**OBSERVATIONS:**

* Development time: From 08/30/2022 to 09/18/2022.
* Has movement, jump and some powers for testing purposes.
* Has some npc roosters for testing purposes, but they are disabled for now.
* Has pause menu with navigation with mouse.

**DONE:**

* Other: Tackle power disabled since this version, we may not use it in the game.
* Feature: Main menu with play and quit.
* Fix: Auto and manual run modes for the players.
* Fix: Can switch between auto and manual rotation modes on test scene.
* Fix: Performance fixes for the auto rotation of the characters.
  + Fix: Set the start path segment when initializing the player vertexPath.
* Feature: Main lobby for selecting the game modes: test, racing, runner, run racing, chase runner, chase racing, time runner, time racing. Shown all modes as ‘in development’ except the test one and the runner one.
* Feature: Change the input management to the new input system.
* Feature: HUD
  + FPS.
  + Power selection.
  + Unlimited power option.
  + Current power.
* Feature: free test scene.
  + Player can switch movement modes in the HUD.
  + Player can select the power he wants in the HUD.
* Feature: New tracks made of terrains gameObjects with border collider generator so the player cannot fell from it.

**Features and fixes for future versions:**

* Feature: some scenes:
  + Roads with holes and front walls. Made with Unity’s game objects.
  + Player can win and lose.
* Feature: Pause menu:
  + Player can restart levels.
  + Player gets an unstuck button.
* Feature: New collision behavior with front walls. The players should accelerate and have a max speed, a little higher than what they normally have, after colliding with a wall, for a short time; also being invulnerable in this time.
* Feature: The more the players are behind the first player, the faster they are till a maximum range. Enable and disable this from the HUD or pause menu.
* Characters:
  + 3 characters with different features stats.
* Feature: HUD
  + Time elapsed each turn.
  + Collectibles.
  + # of current turn/max turns.
  + Characters in first places.
  + My place.
  + Mini-map.
* Input system:
  + Generic gamepad inputs
* 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
* Feature: Make the egg throw front and back, being the front one the default and the back one when pressing back.
* Modification: Make the tackle an ultimate ability with cool-down.
  + throw object, also x3
  + throw object that follows forward nearest player, also x3
  + throw egg that blurs other player view
* Obstacles for levels:
  + holes
  + walls
  + slow part, like sands
  + False floor.