**Rooster Racing VERSION: V0.3**

**SUMMARY:**

Basic design with no art or audio. This version opens the runner level with a basic track made with gameObjects of Unity. Also adds new interactables of the tracks. Finally, it has the first bots test.

**TECHNICAL SPECIFICATIONS:**

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

Navigate through the menu with the mouse.

**OBSERVATIONS:**

* Development time: From 09/21/2022 to 10/28/2022
* New testing of the runner mode and some interactables of the levels.

**DONE:**

* Fix: Player jump not enabled.
* Fix: Look with the backward camera
* Fix: Hud movement should get values of the code at the start of the scene.
* Feature: Pause menu:
  + Player can restart levels.
  + Player gets unstuck in-game.
* Feature: Runner scene:
  + Road base with terrains.
* Fix: Player can also unpause with keyboard inputs.
* Feature: New collision behavior with front walls.
* Feature: Runner scene:
  + Add holes to the road.
  + Add walls to the road.
* Free test scene:
  + Feature: Added static bots that use powers.
  + Feature: Added moving bots.
  + Feature: Added holes and walls.
* HUD
  + Fix: Unlimited power option should be in the power selection panel.
  + Feature: Characters places in race.
  + Feature: My place.
* Feature: Runner scene:
  + Moving bots.
* Feature: Runner scene:
  + Feature: Start game countdown.
  + Feature: Level ending positions.
  + Feature: Player can win and lose.

**Features and fixes for future versions:**

* Fix: Countdown overlaping loading screen on runner mode. why.
* Feature: add a starting acceleration, different than the normal acceleration.
* Feature: Rubberbanding by movement: The more the players are behind the first player, the faster they are till a maximum range.
* Feature: Unstuck function for all players when detecting movement attempt but any displacement happening.
* Fix: Correct the size of all the things in the game, things are too big right now.
* Characters:
  + 3 characters with different features stats.
* Feature: HUD
  + Time elapsed each turn.
  + Collectibles.
  + # of current turn/max turns.
  + 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:
  + slow part, like sands
  + False floor.

**UI notes:**

* Button size: 240 \* 45
* Button text size: 28pt
* Title text size: 90 or 82
* HUD subtitle text size: 22
* HUD text size: 18