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(Student) - Emma Conlon

IT carlow

Racing Shooter Game

Game Design Document

Part 1- Game Design

* 1. Game Play

the game Play is a racing car game with the cars that also shoot bullets. The game is in 3D, the player has to race around the track 3 times in order to win the game, meanwhile the player has to avoid getting hit by the AI and losing health, but also has to shoot the AI so that the AI dies before they can finish the race the player wins. In order to help either side win the player and ai can use the power ups that are placed along the track.

* 1. Genre

this is a racing shooter genre.

* 1. Target Audience

The target audience for this game is for ages 7 years and over.

* 1. Controls
* Press LCtrl button to shoot bullets
* WASD to move Player
* Space to stop car
  1. Platforms

The game will only work on windows PC.

1.6 Extra Features

My first extra feature was the way you choose your tracks, there are portals that lead you to track A or track B, instead of buttons you drive through the either portal and it will lead you to that track so you can start the race. Another feature I added was choosing the players skin. Once you choose your track a screen will show, and you can change your players colours before the race begins.

* 1. Level Design

I have 2 tracks in my game, one of my tracks is a snow world and the other is a forest world. both track layouts are different as to not repeat the same track. The snow world has an ice road, while the forest one has a dirt road. I used many different shaders and particles to make the worlds look different. I also used a visual effects graph, on the power ups as well. Each track has 12 checkpoints the player and AI must cross in order to finish a lap in the race.

# Part 2 – Project Diary

## 2.1 Weekly Activity Summary

### 2.1.1 Feature Progress Checklist

Check items that you have completed each week.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Feature** | **Week 1** | **Week 2** | **Week 3** | **Week 4** |
| 1 |  | ☐ | ☐ | ☐ | ☐ |
| 2 |  | ☐ | ☐ | ☐ | ☐ |
| 3 |  | ☐ | ☐ | ☐ | ☐ |
| 4 |  | ☐ | ☐ | ☐ | ☐ |
| 5 |  | ☐ | ☐ | ☐ | ☐ |
| 6 |  | ☐ | ☐ | ☐ | ☐ |
| 7 |  | ☐ | ☐ | ☐ | ☐ |
| 8 |  | ☐ | ☐ | ☐ | ☐ |
| 9 |  | ☐ | ☐ | ☐ | ☐ |
| 10 |  | ☐ | ☐ | ☐ | ☐ |
| 11 |  | ☐ | ☐ | ☐ | ☐ |
| 12 |  | ☐ | ☐ | ☐ | ☐ |
| 13 |  | ☐ | ☐ | ☐ | ☐ |
| 14 |  | ☐ | ☐ | ☐ | ☐ |
| 15 |  | ☐ | ☐ | ☐ | ☐ |
| 16 |  | ☐ | ☐ | ☐ | ☐ |
| 17 |  | ☐ | ☐ | ☐ | ☐ |
| 18 |  | ☐ | ☐ | ☐ | ☐ |
| 19 |  | ☐ | ☐ | ☐ | ☐ |
| 20 |  | ☐ | ☐ | ☐ | ☐ |

### 2.1.2 Week 1

Overview of activities and focus during week 1

### 2.1.3 Week 2

### 2.1.4 Week 3

### 2.1.5 Week 4

# Part 3 – Self-evaluation

Student Name: Emma Conlon

## 3.1 Achievement and Progress

I like the effects, shaders and particles I used in the game itself. I am happy with the layout of both tracks and how they differ from each other. I am happy with all the extra features I added in the game and the style I choose. I am happy with my progress inside the game as well

## 3.2 Areas for Improvement

I believe my areas for improvement are the AI, I struggled on this part hard, I don’t have the AI moving with my own script, it is a script from unity assets store, I believe if I did this game next time, I would spend a lot more time on the AI as a whole and write my own script for it. Another thing I felt like I could improve was I could have added a multiplayer feature, but I couldn’t add this in time for the demo. Another improvement I could have made is that I feel like I could have added another track*.*