**BluRaii**

Design Document

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**Description / Intro**

A racing game that goes by the name of BlueRaii which is currently in development. This game will be powered by Unity3D engine and written in C#.

This project is due to enter the Games Fleadh competition, the theme for this year is a Racing Game which is why we have decided to make an original Racing Game.

An endless racing game where you need to dodge stuff like pillars and move left or right using a phone as the control.

**Idea / Gameplay**

* An Andriod device that would be able to control the car instead of using the keyboard.
* 1 game mode that switches all the time. (1 freeroam mode when you can move to the left or right as much as you want and the other where you’re limited to move.
* Cops chasing the player.
* Pillars that if the players collide it will slow down the player and the cops may catch up.
* Main screen – Start, scoring system, exit, sound off, SFX off.
* The car would have a max speed so you can’t go to infinity speed. So for example some car could go up to 150 mph and if we get our game working and meet our goals we could have upgrades or better cars which would have faster speed.

**Extra**

* Using the scoring system to unlock new cars, we will need a new variable to hold a scoring system and we will call it cash.
* Upgrades to cars.
* Camera viewing angles. So 1st person and 3rd person.
* Power ups which you can buy from the store for example, if you crash into a pillar you will not lose speed or the cops won’t catch you etc…