LEGO RACERS CSUMB EDITION

Ethan Herndon
DR. C
CST 426

What problem is the game solving?

OFTEN TIMES STUDENTS THAT ARE TRANSFERRING OR FROM HIGH SCHOOL HAVE TO ORIENTATION OF THE CAMPUS.

THE TRADITIONAL METHODS OFTEN TIMES DON'T WORK AND STUDENTS FULLY KNOW THEIR CAMPUS WHEN THEY GRADUATE.

SO WHY NOT CREATE SOME APPLICATION/GAME THAT WOULD EASY GET STUDENTS AWARE OF THEIR CAMPUS?

What is the overall design of the game?

◦ The setting of this game will take place at the CSUMB campus. Students will be racing various courses around the campus to familiarize themselves. Deciding what tasks what they should do along the way is still undecided, maybe
1. Students grab key objects that are unique to CSUMB that will unlock abilities on the track.

◦ 2. Maybe make the game a bit 'GTA' style, students race against the clock to do events or other activities on campus while still racing the course.

Which four of the specific outcomes of the course will the game address?

- **Procedurally generate CSUMB campus and surrounding area.**

And

- **Procedurally generate people walking around campus**

Technical Challenge(s)

◦ The technical challenge for this game is models of the campus/people along with having people animate around campus.

Basic game play example

◦ The basic gameplay of this game would be your common WASD keys to navigate around campus, other inputs would be decided based on complexity.