SINDH MADRESSATUL ISLAM UNIVERSITY



**SPEED RACER 3D**

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**Introduction:**

Speed Racer is a 3D car racing game that is designed. The game is focused on providing a simple and fun racing experience that will engage and entertain players. In this document, we will outline the features and specifications for this game.

**Story:**

Speed Racer 3D exhibits an environment where the player is in hurry to reach to the finish line for which he drives fast in a solo racing way by chasing their opponent and leaving behind them by overtaking. In this game we have two types of tracks, one is a time trial track and another is race track.

**Game Name:**

Speed Racer 3D

**Genre:**

Arcade-Style

**Game Elements:**

**Player:**

The game consists of single player character.

**Tracks:**

This game has two tracks.

1. Time Trial Track
2. Race Track

**Opponent:**

The player competes against AI-cars opponents.

**Player:**

Only one player can play the game.

# **TECHNICAL SPECS**

**Technical Form:**

Basically, It has 3D graphics.

**View:**

The player will experience the camera view in 3rd person perspective.

**Platform:**

PC

**Language:**

C#

**Device:**

PC

# **Game Play:**

The gameplay of Speed Racer 3D will be focused on high-speed racing across various tracks. The game will feature a single-player mode, where players will compete against AI-controlled opponents. In the time trial track, the user drive fast and cross the finish line then win different medals such as Gold Medal, Silver Madel, Bronze Medal. These medal is awarded according to the time slots. Another track is Racetrack where the player starts racing with AI cars. The player has to travel like he’s in a hurry so that he overtakes other cars and progresses better.

**Game Play Outline:**

This outline will vary depending on the type of game.

* Starting Window
* Track Selection
* Track Selection
* Time trial Race
* Race with Opponents
* Player’s controls
* Winning
* Losing

**Key Features:**

**Simple Game Play:** The game is designed with beginners in mind and has simple and intuitive gameplay mechanics, making it easy to pick up and play.

**Opponent Cars:** The player competes against AI-controlled opponents, who are also racing around the track.

**Time Trials:** A mode where the player can race against the clock to achieve the fastest lap time.

**Race:** In this player need to drive fast to get a top position.

**Sound Effects and Music:** The game will have sound effects and background music that will enhance the player's racing experience.

**3D Graphics:** The game features 3D graphics, creating an immersive racing experience for the player like 3d race tracks, 3d cars.

# **DESIGN DOCUMENT**

In Speed Racer 3D, the player’s main source of conflict is their own imagination and obstacles that are prepared for the racing part of the game. This is solo racing against other cars and the goal is to cross the opponent car and win the game. The game aims to awaken the players’ creative side while having a lot of fun. It tries to give both brain exercise and the rush that comes with racing in their way with some extra surprising challenges.

**Game Flowchart:**

* Main Menu: The starting point for the game, where players can choose to different tracks and starts the game.
* Player Control: Control the car by using right and left arrow keys to follow the track and can exit the game.
* Game Over (Winning and Losing): Afte the end of game, it displays the result or leaderboard where player can see his position.

**Player Definition:**

In a car racing game, the player refers to the person who is controlling and competing with their car on the racetrack. The goal of the player is to complete the race as quickly as possible and competing against other racers to win the race to get better position.

**Player Properties:**

**Handling:** The ability of the player's car to make turns and navigate around obstacles without losing speed.

**Skills**: The player's ability to drive the car and navigate the track, which can be improved through practice and experience.