Pod Racing – Portfolio Demo

Game: PC

Target audience: Possible employers and people we want to impress

# Summary:

This is frankly a passion project for those of us who want to create an updated version of the 1999 STAR WARS Episode 1 Racer Game.

Are goal to have a racetrack with several variants of pod racers that are (or are heavily inspired) from the Star Wars franchise. This will all be made in the UE4 Engine, focusing on capturing the feel of pod racing.

# Game Outline:

The gameplay is focused on extreme speed racing, fast pod racers on tracks spanning miles. Players objective are to finish the races in the best positions possible with the fastest time they can achieve, be it in VS racing or time trials.

# USP (Unique Selling Points):

* POD RACERS! What’s not a USP from that?
* Large scale environments with up to date visuals
* Fan loved locations with details of enjoyment and a thrilling experience driving their development
* Will be single player primarily (due to the makeup of the team), with an expansive goal of making it multiplayer or co-op later down the line. However, this isn’t currently a goal