

DuoDrive - Computer Games Contextproject

Group 5

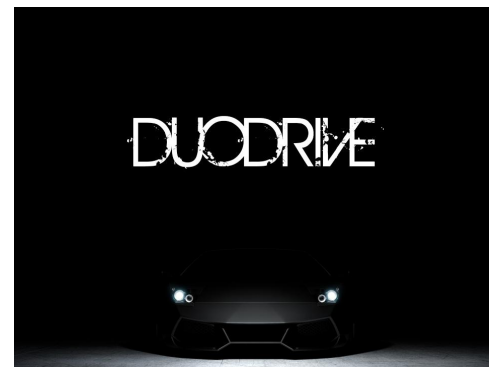
Pim van den Bogaerd, Ramin Safarpour Erfani, Robert Luijendijk, Mourad el Maouchi & Kevin van Nes

Overview

- DuoDrive
- Player Roles
- Cooperation and Competition
- Future Improvements

DuoDrive

- Top-down 2D racing game
- Two players in one car
- Cooperation and communication



Setup

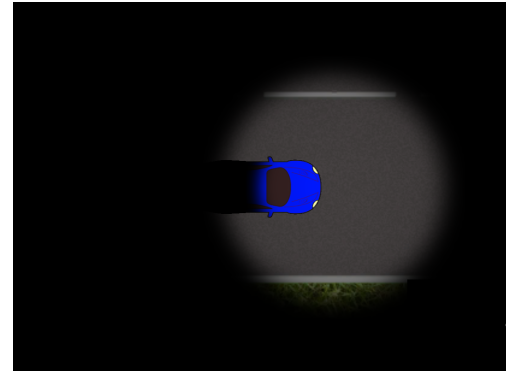
- Android devices
- Wi-Fi
- Pairs of players sit back-to-back

Steering & Throttling

- Two roles: Driver and throttler
- Each have their own ability and restrictions
- Each player receives the other player's 'information'

Driver

- Can only steer, not throttle
- Limited view
- Knows how fast to go



Throttler, TODO: plaatje

- Can only throttle, not steer
- Complete overview
- Knows where to steer to

Cooperation through Features

- Limited view
- Misleading curves
- Mud pools

Competition

- Two cars, two players each
- Goal → Race to the finish
- Ranking board, beat your best time!



Future Improvements

- Random track generation
- Power-ups
- More players

Conclusion

- Innovative racing game
- High degree of cooperation
- Overall an enjoyable and fun experience

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