Street Racer

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Game Analysis

Street racer is a top down 2D arcade game where the player has to avoid incoming traffic and collect gas power ups to attempt to make it as far as possible and to get the best score possible.

Mission Statement

This game will make you feel like a street racer. You will have to avoid traffic and maintain your vehicle in order to earn a high score.

Genre

The game is a top-down 2D endless arcade game.

Platforms

This game will shoot to be released for PC but could be easily integrated to other platforms

Target Audience

This will be aimed toward a younger audience due to the fact that there are no graphic scenes. The game is made to be endless so it will be good for children to play as they have more time to play a game like this.

Storyline/Characters

This game will have a very basic story where the player is a driver and must avoid incoming traffic to last as long as possible.

| Character/vehicle | Background/Abilities |
| --- | --- |
| Main character | Just a red car |
| Other cars | All other cars will have the same look. |

Gameplay

Overview

This game is a 2D arcade style game with a pixel art style. The goal is to last as long as possible without taking too much damage or running out of gas.

Player Experience

The player will have to move to avoid incoming cars and grab incoming powerups.

Game Objectives/Rewards

There will be two levels with the same objective, to score as many points as possible.

| **Level** | **Rewards** | **Penalties** | **Difficulty** |
| --- | --- | --- | --- |
| Level 1 | Gas/Repair wrench | Getting hit by other cars | easy |
| Level 2 | Same as Level one | Getting hit by other cars | medium |

Gameplay Mechanics

| **Character/Enemy type** | **Abilities** |
| --- | --- |
| Player Character  Car | Can move up and down, turn, accelerate, and slow down |
| Other cars | Fixed movement straight from its start point |

Gamemodes

This game will contain one gamemode where the player is expected to earn as many points as possible.

Level Design

| **Level** | **Description** |
| --- | --- |
| 1 | The levels will look the same but will contain different amounts of enemies. Level 1 will be during the day |
| 2 | Same as level 1 but with more enemies and at night. |

Control Scheme

| Input | Action Performed |
| --- | --- |
| A | Moves left |
| D | Moves right |
| W | Moves up |
| S | Moves down |
| Left shift | Slows down |
| Space | Speeds up |

Game Aesthetics/User Interface

This game will have a pixel art style with a very basic user interface.

User Interface

Very basic and will allow for movement between scenes.