1) Project Choice:
    a) Web Game Design
    b) Game title: Escape the cops!
2) Define the purpose
    a) In this game, you will be in a speedy car on the highway running away from a cop car that is trying to catch you. If you get caught by the car, you lose the game. There are different levels with increasing difficulty as the cop car gets progressively faster, and you can also increase your car to be faster, move more quickly, or break more quickly, as you earn more coins.
    b) Target Audience:
        i) Age: This game will be targeted at those aged from 13-25
        ii) Interests: People who drive cars fast or who are into racing/car driving. Another part of the game is having a smooth design so that the game is satisfying to play even for those that don't care about cars.
3) Conceptualizing the Design
    a) Core Features:
        i) Car Movement:
            (1) The car that the user is driving will move left and right based on the press of the left and right keys
            (2) This game is all in third person and shown from a birds eye view.
        ii) Level Progression
            (1) The user will finish each level once they drive for a certain distance (1 mile, 1.5 miles, etc.)
            (2) Once the user finishes the level, they will be able to progress to the next level which will entail a faster police car that will be able to catch up the user more quickly, and more and more difficult weather (detailed in the section below)
        iii) Map Behavior + Weather
            (1) In beginner levels, the map is bright out and dry
            (2) As the levels progress, the weather gets more and more difficult. For example, after a certain amount of levels it will start to rain, making it more difficult for the user to see the screen, causing them to have to use their windshield wipers to wipe the screen, and it will be harder to move across the screen more quickly. There will also be nighttime modes where you have to keep your headlights on to ensure that you can see everything.
            (3) Map will curve in more difficult levels, making it harder for the user to stay on course.
        iv) Cop Behavior
            (1) As mentioned in level progression, the cop is automated, and speeds up as the rounds progress. The cop is trying to chase your car, and if the cop car catches your car you fail the round.
        v) Level Completion Behavior

(1) Once you reach the end of the level, you will be given coins and a rating out of 3 stars based on how quickly one completes the level.
vi) Coin Collection
(1) The more stars you get, the more coins you can get
vii) Car Market
(1) You can use coins to buy a better car. The cars will progressively get more and more expensive, but also become faster, more agile (allowing you to move more quickly across the screen), and have a faster break time.
(2) As the levels progress and the cop gets faster, it will get more difficult to complete the level if you don't have a better car
(3) You can also upgrade your car's abilities.
viii) Worldwide competition
(1) While the game is focused on levels, there is also a worldwide gamemode that has no completion, where you try to drive for as long as possible. Instead of the levels getting more difficult, the round will get more difficult with time since there's no completion. This means the weather will get more difficult and more obstacles will arise with time.

b) User Flow:
i) Homescreen
(1) The Homescreen should stay simple
(a) Buttons:
(i) Start
(ii) Settings
(iii) Garage
(iv) Instructions
ii) Garage
(1) Allows the user to select a car from their garage.
(2) Users should be able to press the right and left arrow keys to scroll through their cars.
iii) The first few seconds
(1) The users will start with a few second gap in front of the cop that is chasing them. This will be shown by the cop starting out a bit behind the user on the user's screen.
iv) Level Completion screen
(1) Once the user completes the level, they will have three options: home, play next level, and garage.

c) Interactive elements
i) Honk
(1) Honking will force the driver in front to move out of the way if the path is safe.
ii) Windshield wipers

     (1) These will only be useful when it is raining in game. When it is raining, the screen will get more blurry until you

     (2) You have to press the windshield each time the screen gets too blurry.

  iii) Headlights

     (1) Headlights are useful during the night mode, and make the game more visible when you turn them on during the night.

  iv) Boosts

     (1) The boost will speed the player up

  v) Mario Kart like menu showing user's position in relation to cops position on the map

     (1) There will be a small, see through map at the top right of the screen that will show your position in relation to the cops position. This will give the user a grasp of how they are doing.

  vi) Timer

     (1) A timer will show up so that the user can understand how long they are taking to complete the level.

d) Mechanics

  i) Barriers + obstacles

     (1) Other cars on the road will be moving, but at a much slower speed than the user. Crashing into one of these cars will lose the game.

     (2) As the levels progress, other obstacles will show up, like potholes, which will only slow the user down for a second, and construction areas that the user must avoid.

4) Aesthetics

 a) Visual Style

     (1) Warm + Futuristic

     (2) The futuristic design will make the game more smooth and visually appealing, while the warm feeling will hopefully instill positive feelings that make users want to play this game when they are bored.

     (3) The cars should look realistic yet futuristic. The cars should also be associated with already known cars, so users feel more enticed to purchase the cars.

     (4) The screen should seem as if it is moving into the bottom of the screen as the user moves along, making it seem like the car isn't moving but the ground below is.

 b) Terrain features

  i) As it rains, not only should the ground appear more wet, but there should be visual wetness/raindrops on screen to depict that it is raining

  ii) At night, the screen should be very dark until the user turns on their headlights, at which point the screen will get brighter. However, the screen will not be fully illuminated, but rather be more illuminated near the car and dim out from there.
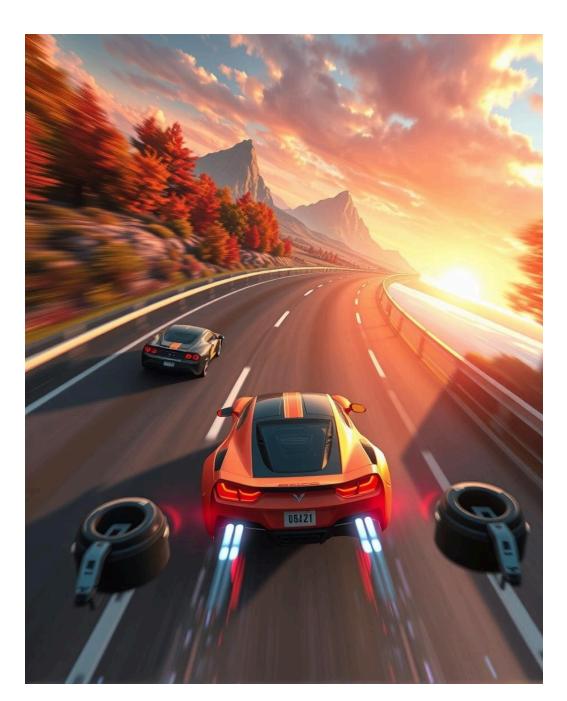
c) Typography: Lato as it is a warm yet readable font
    i) Text should be bolded on the homescreen
d) Color Scheme:
    i) Autumn colors:
        (1) Red, orange, and yellow should fill the surroundings during the day time
        (2) Surrounding should be darkish blue during the rain/nighttime
e) Layout
    i) While playing the game, the screen should be almost fully clear. The only things on the screen should be the actual map + user's car + obstacles + cop car, and then in the top right corner there should be a pause button. In the bottom right corner there should be a depiction of the user's mph, and the top left should have a small map that shows the user where they are in comparison to the cop.
    ii) Start screen should have cars moving in the background, but should have the play now button be the main button on screen.
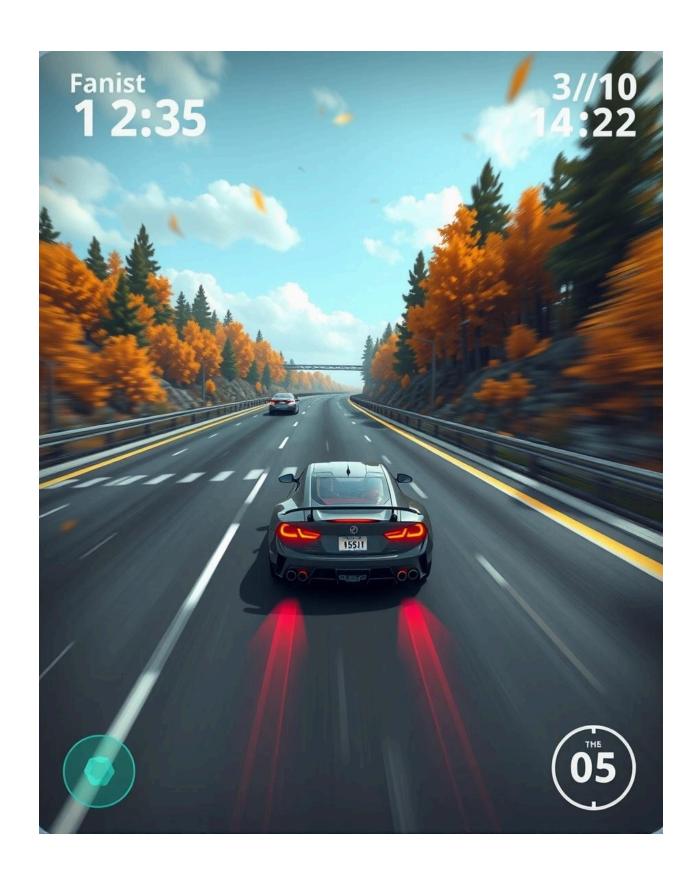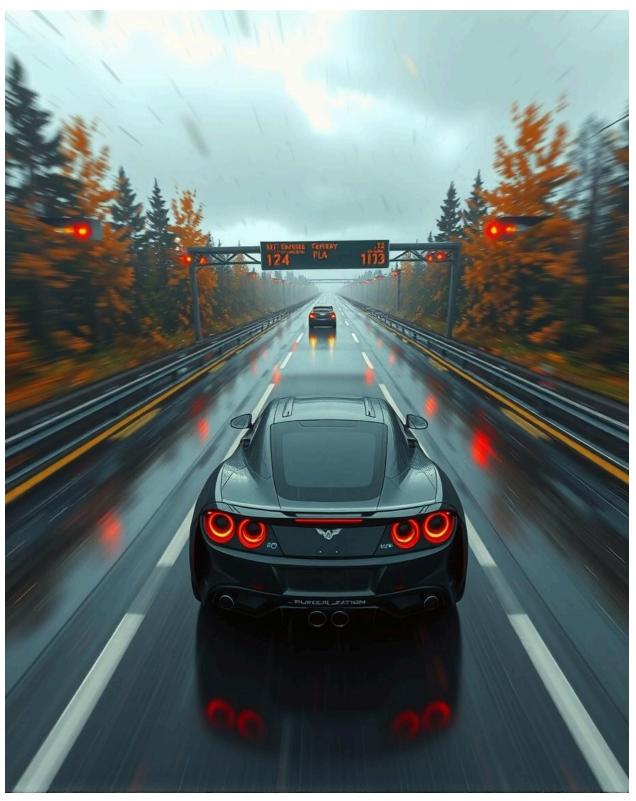
iii)

iv)

https://r2.starryai.com/results/1052632915/9ac8cbb8-c19b-46e3-8988-15caa29d0ac7.webp