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# Table of Contents

# Document History

# Overview and Vision Statement

Our goal is to create a 2d racing experience with a focus on in depth vehicle modification.

# Inspirations

Include screenshots and descriptions.

# Player Experience Goals

The goal is allowing the players to personalise and customize their vehicles in a complex manner which has not been done to our extent in a 2d game, the player should have many ways to complete the game when it comes to modification.

# Audience and Platform

The target demographic is car enthusiasts, as we plan to make the modification system very complex and immersive close to modifying a car in real life.

The target platform at this moment is PC with room to expand to consoles.

# Gameplay

## Overview

The player will have choices of various cars and series to choose from, in which the races become increasingly harder in their own aspects, via the weather, quality of road or opponents’ range of vehicles. Meaning that the player will need to adapt their car to the conditions in order to have the best chance of surviving and winning a race in order to progress.

### Player Mode

Single-Player

Multi-Player (LAN)

## Screen Mockup(s)

At least one, but maybe more.

## Formal Elements

Review the lecture slides for details.

### Players

### Objectives

### Procedures

### Rules

### Resources

### Conflict

### Boundaries

### Outcome

## Controls

User interface requirements, rules (from formal elements) and scoring / winning conditions should be included.

## Levels

The levels will be created via the usage of a grid-map, this allows for the creation of customised maps by the player, as well as easier development of racing environments.

## Flowchart

Include levels, etc.

## Characters

What are the main characters (both playable and non-playable) in the game?

## Story

Steve begins his racing career in a Toyota Yaris at the bottom of the series, he joined to provide for his family since his taxi business went under after which he joined the JustRace Series.

## Game World

The beginning tracks of the game will be small lesser known tracks around the UK, with further progress in the game the world will begin to show more renown tracks.

# Required Media List

This should be tables – name, description.

## User Interface Assets

## Environment Assets

## Character-based Assets

## Animation Assets

## Music Assets

## Sound Effect Assets

# Technical Specification

Mainly tables of information or single statements.

## Development Platform and Tools

CLion – IDE

C++ - Language

## Delivery Mechanism

Zip folder with a .exe

## Game Engine

Technical requirements and libraries required.

## User Interface Technical Requirements

e.g. resolution.

## Controls Technical Specification

Mandatory – Keyboard

Optional – Mouse

The game will be able to be fully played via the use of keyboard; mouse is optional as it will only be used to navigate menus.

## Network Requirements

No network for singleplayer

For multiplayer a local network connection as it will be a LAN system

## System Parameters

Max Players for LAN: 8

## Flowchart

Menu screens, etc.