



# TronGL

07.03.2016

Pierre Bébin  
Damien Diguët  
Levan Kapanadzé  
Ludovic Marechal

## Overview

Arcade game inspired by Tron movie. Multiple light-bikes controlled by an AI or human trying to destroy each other by forcing them to smash into the wall or the trace left after light-bikes.

## Mockup



## Features

- Manual Control
- AI opponent
- Different camera views
- 3D battle arena

## Controls

← and →	turn a bike
↑	use a boost
c	change camera
h	help
Esc	quit game



## Description

- TronGL is a single player game.
- The goal is to eliminate all the opponents.

## Game Play

- The game is played in single player mode against one or several AIs.
- The player control a bike.
- Bikes had a limited speed boost.
- Boost is rechargeable over the time.
- A bike leaves a trail behind itself.
- If bike touches a wall, a trail or another bike it explodes.
- The last standing bike wins.

## Controls

- Player can turn by 90 degrees to the left or right
- Player can use a speed boost
- Player can change camera view

## Technicals Details

Viewport :

- 3rd-person, 1st-person or side camera view

Animation :

- Explosion on collision