External Singe

External Singe is a tongue-in-cheek homage to the Burnout racing game franchise built in Unity with C# scripting. External Singe is a third-person car racing game. Races consist of five cars making three laps, meaning first to three wins. When the player starts the race there is a 3 second timer before the actual race starts. Cars have the ability to “boost” meaning they receive added thrust to their base torque. If a car is not upright or immobile for a specified amount of time they will respawn at the last respawn point they hit. AI will target other cars and make attempts to spin out their contenders, either via ramming or nudging. The goal is to create AI of a similar function to Burnout, sabotaging the player and each other in an attempt to win first place. The AI will function on a waypoint system and every lap randomly select a route from lists of waypoints to navigate the map. The game will focus on a single map with a few potential “detours” for players and AI to take.