

Gas Guzzler

- Gas Guzzler is a game about drifting and running away from cops while getting the highest score, your goal is to get to the gas station before the cop catches up to you.
- There are three ways that this game can be played. The first is on mobile which will be the build that I attach to the assignment, the second way the game can be played is through VR which is the platform I am submitting my game to, more specifically Side Quest. The third way this game can be played is on PC.
- The reason I chose to upload this game to Side Quest instead of Meta is for the future development of my game. I feel like the user feedback is better and more productive towards game development on that program with more friendly users.
- The plan is to work on the game throughout the summer to make it more streamlined with things like procedural level generation through Houdini. Instead of a scripted level generation. An options menu to select different cars as well as having more powerups instead of just the traffic cone speed boost.
- Included in here I have the main screen game art which is a royalty free image I found. And then the logo for my company which I designed. Both were used in the submission of the game. I have also included the screenshot of the submission of my game onto Side quest.



