Speedy Speed Bike

Visual Design Guide

EDG-220 | Project 3 | Team 1 | Draft 1

Speedy Speed Bike

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Objective

3 laps

The Track

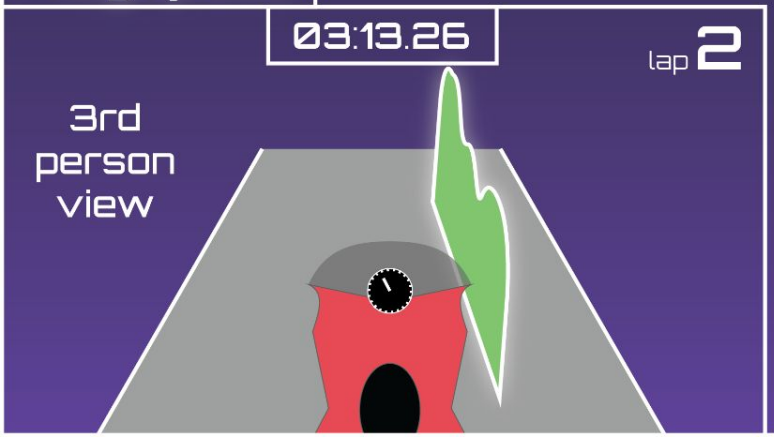
Slow Tough Turns

Start

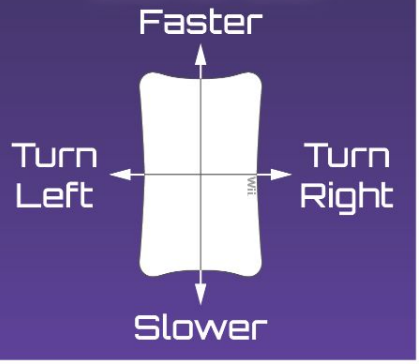
Speed Zone! Gradual Fast Turns

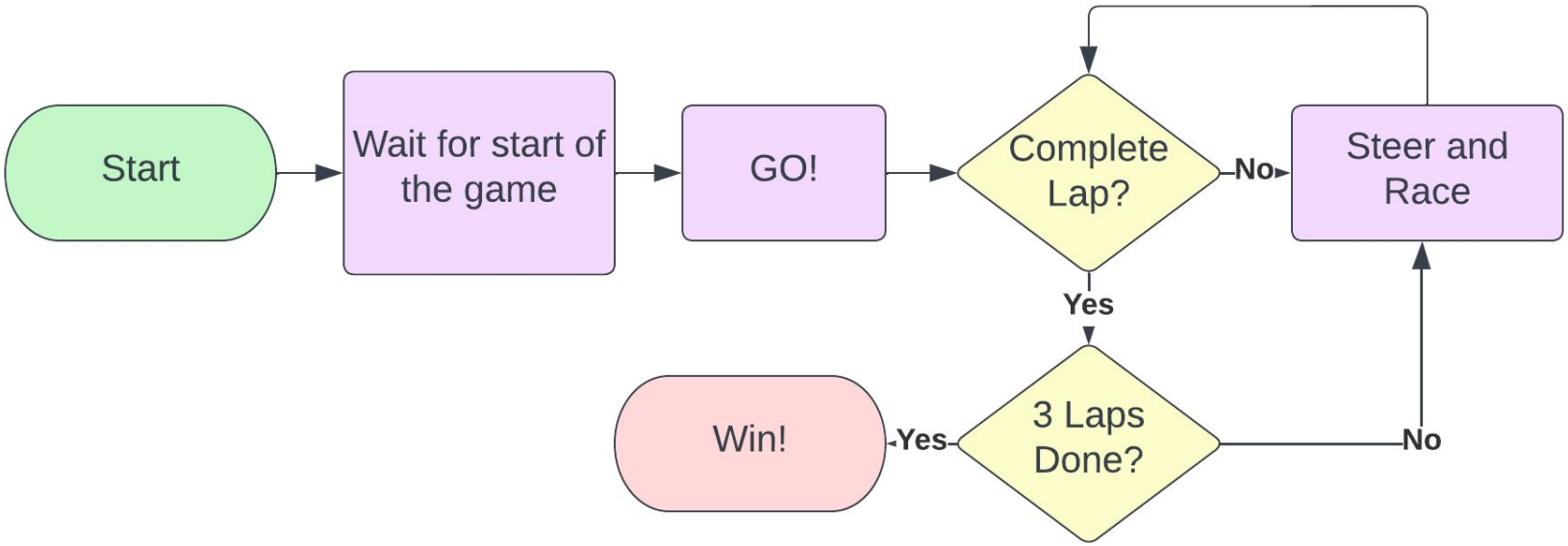
Speed Trail

Example Playspace



Controls




Start
Wait for start of the game
GO!
Complete Lap?
No
Steer and Race
Yes
Win!
Yes
3 Laps Done?
No

Pipeline

Pipeline - Player

Acceleration

- Set Drag
  - Higher Drag = snappier movement

Rotation Acceleration

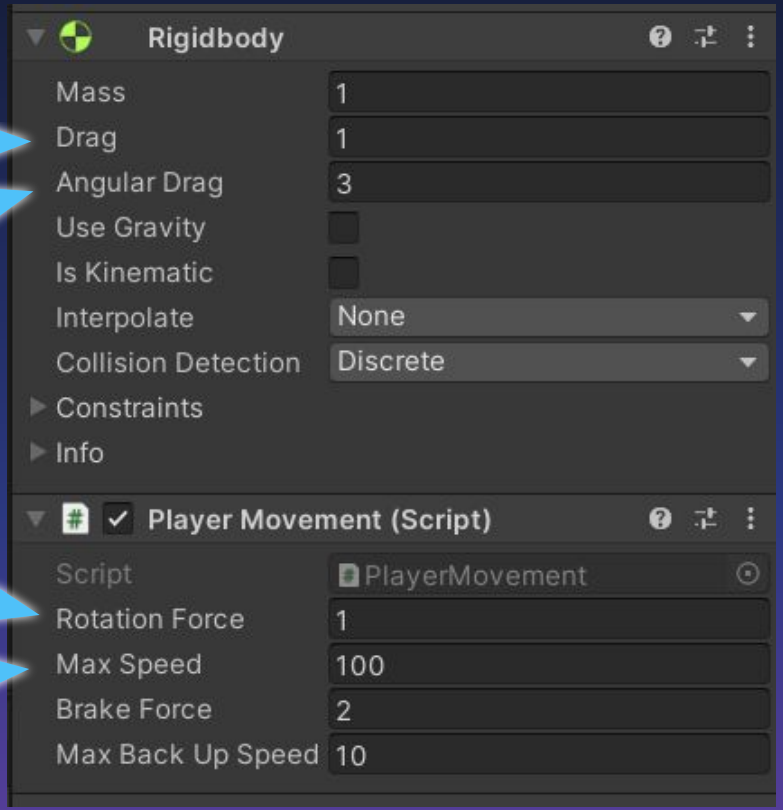
- Set Angular Drag
  - Higher Drag = snappier turns

Rotation Speed

- Set Rotation Force
  - Note this is a force
  - NOT angle per second

Speed

- Set Max Speed



Pipeline - Track

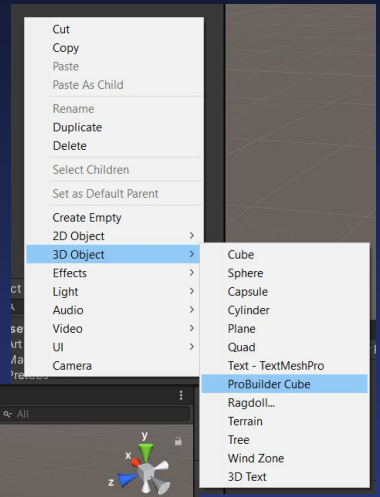
How to create the track?

TODO

Pipeline - Environment 3D

Create ProBuilder Cube

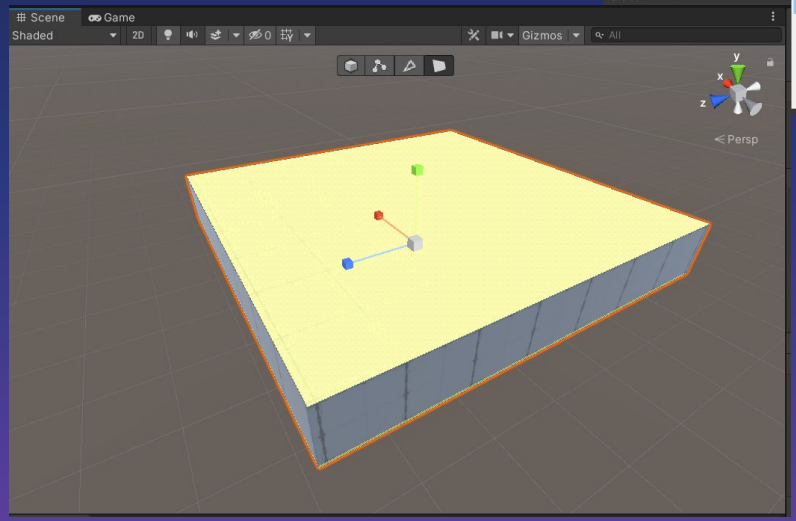
- Right click hierarchy
- 3D Object > ProBuilder Cude



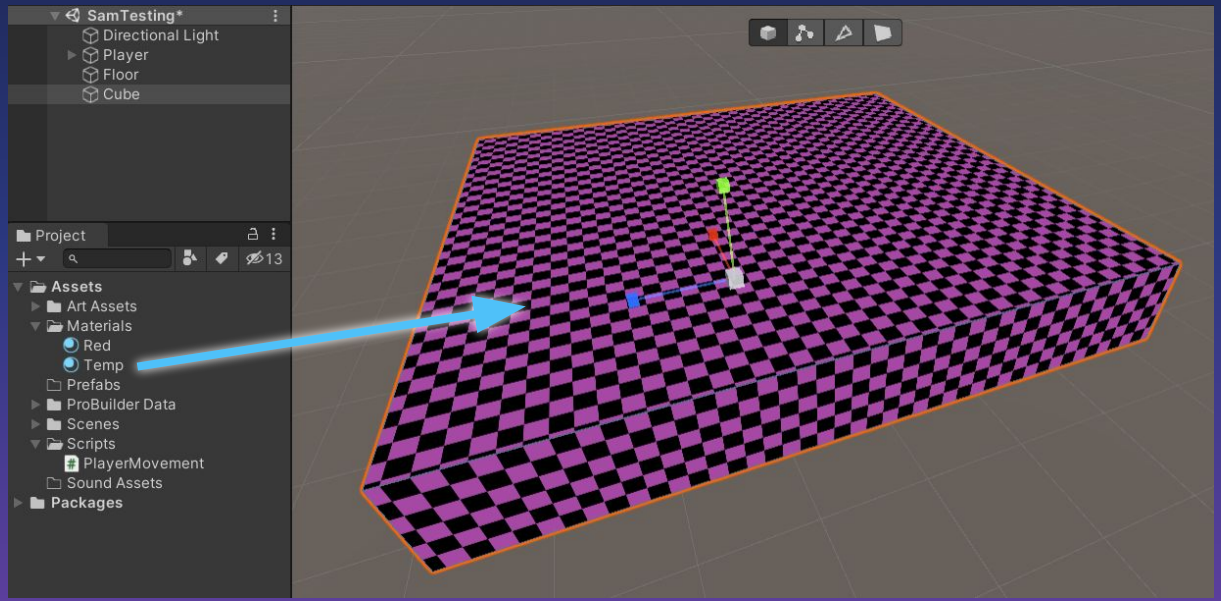
Resize the Cube

- Use the face selection tool
- Select the top and bottom faces
- Use the scale tool on X and Z

Face tool



Pipeline - Environment 3D Cont.

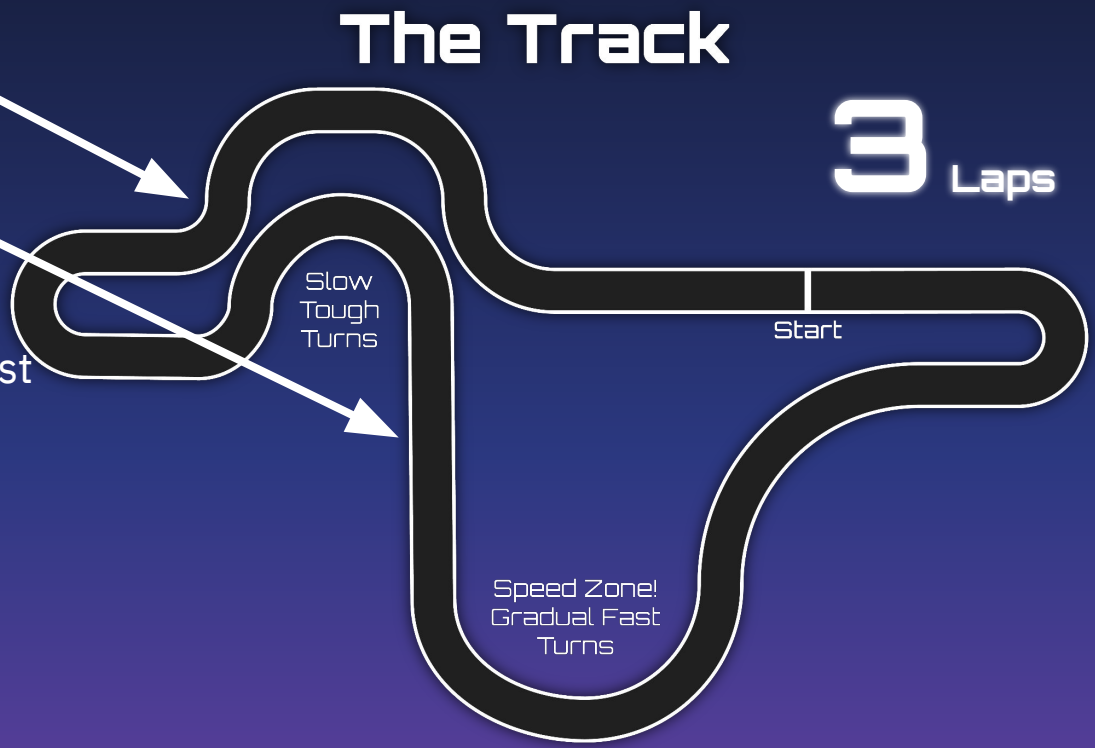


Pipeline - Speed Trail

Change how much the speed trail speeds?

TODO

Game Progression

Progression - Track

- The first turns are tough
  - Player go slow
- After the player can go fast
  - Long straight aways
  - Gradual turns
- Speed trials will make the first part more difficult
  - Faster on tough turns
- Speed trials will make the second part more fun
  - Faster on straight-aways