

Speedy Speed Bike

Visual Design Guide

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

EOG-220 | Project 3 | Team 1 | Draft 2

3 laps

Example Playspace

03:13.26

lap 2

3rd
person
view



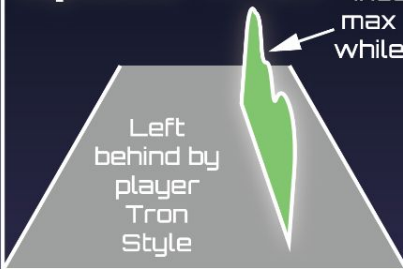
The Track

Slow Tough Turns

Speed Zone! Gradual Fast Turns

Speed Trail

Increased
max speed
while in trail



Controls

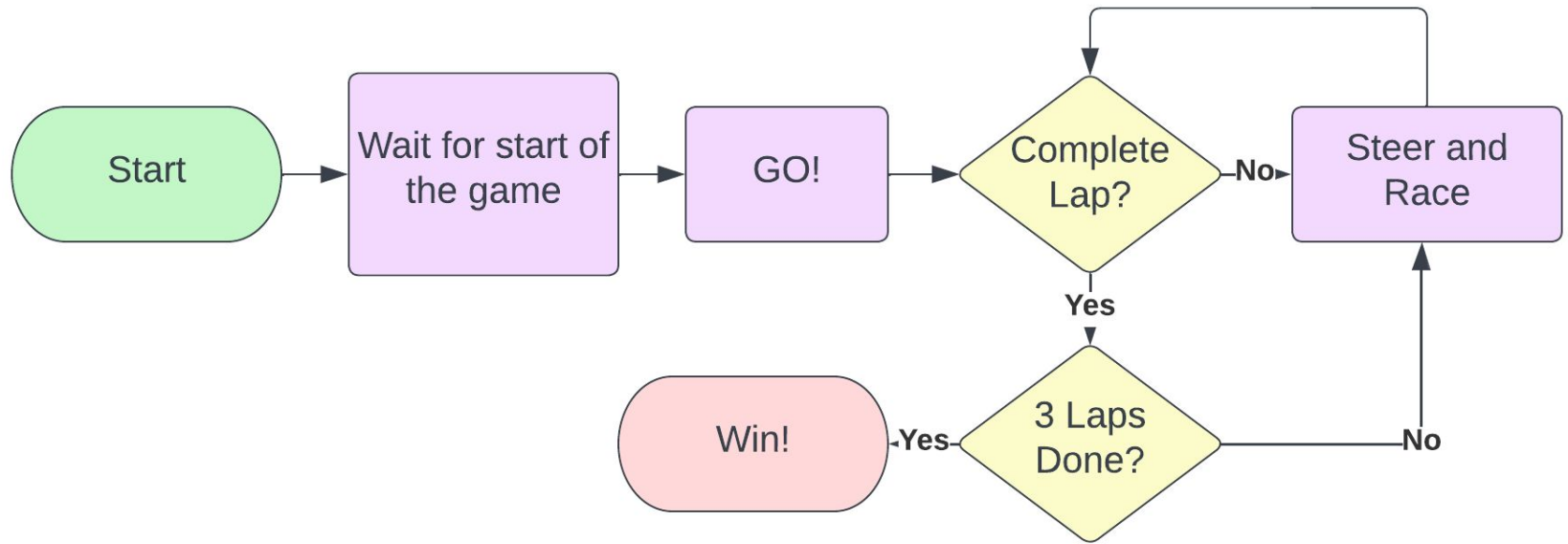
Faster

Turn
Left

Turn
Right

Slower





The background is a dark blue gradient. At the top center, there is a large, solid pink circle. To its right, there is a smaller, solid pink circle. In the bottom left corner, there is a small pink circle. In the bottom right corner, there is a small blue circle. Various white geometric shapes are scattered around the bottom: a line segment, a triangle, a square with an 'X' inside, a curved line, a rectangle, and another curved line.

Pipeline

Pipeline - Player

Acceleration

- Set Drag
 - Higher Drag = snappier movement

Rotation Acceleration

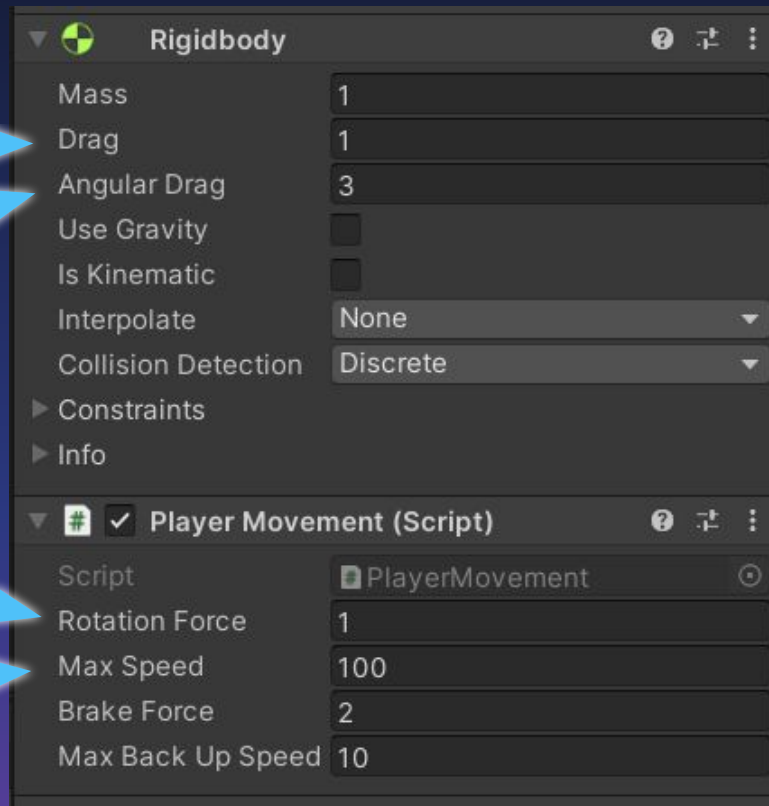
- Set Angular Drag
 - Higher Drag = snappier turns

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

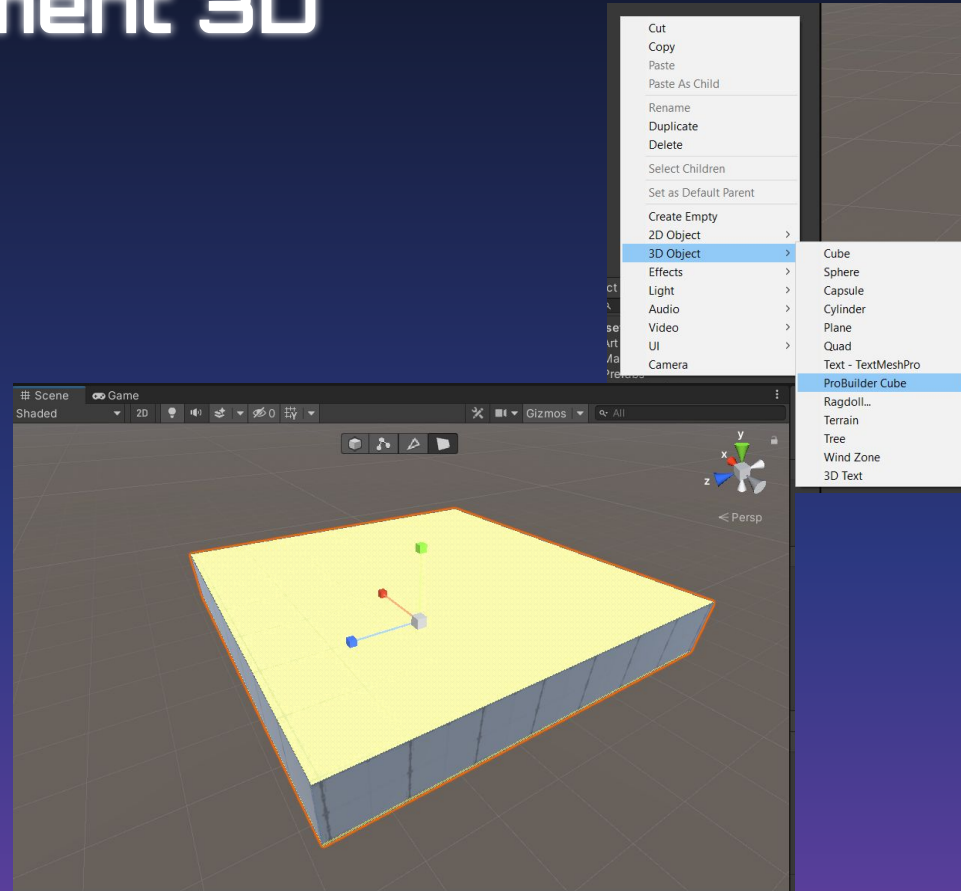
- Right click hierarchy
- 3D Object > ProBuilder Cube

Resize the Cube

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

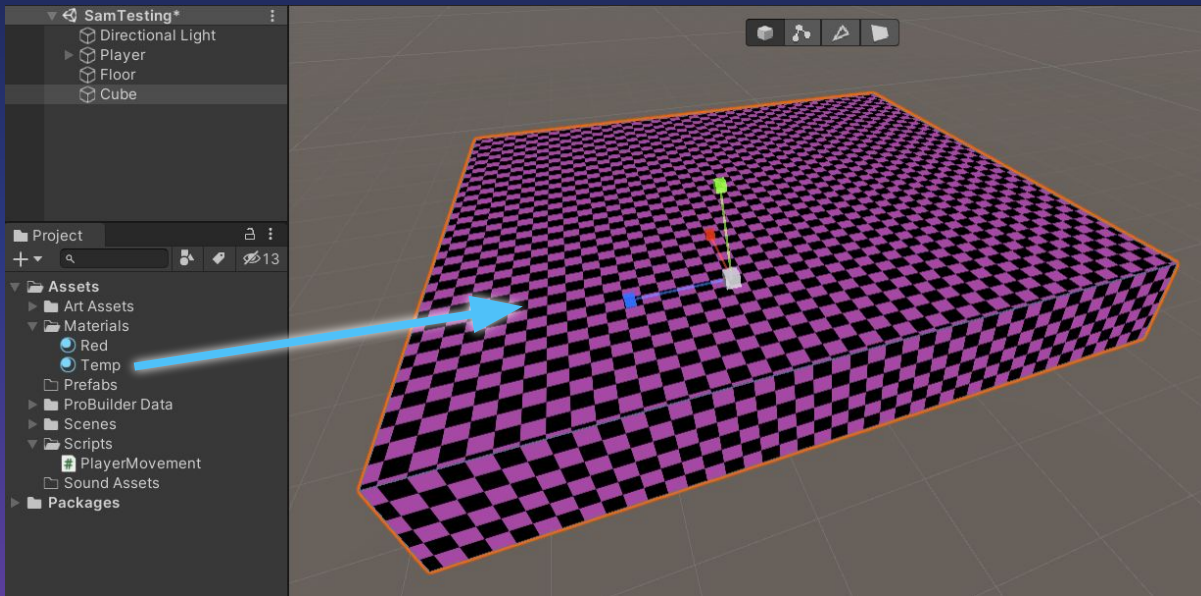


Face tool





Pipeline - Environment 3D Cont.





Pipeline - Speed Trail

Change how much the speed trail speeds?

TODO

The background is a dark blue gradient. At the top center is a large pink circle. To its right is a smaller solid pink circle. The title 'Game Progression' is centered in a white, bold, sans-serif font. The bottom of the image is decorated with various white-outlined geometric shapes: a line segment, a diamond with an 'X' inside, a curved line, a 3D rectangular prism, a small circle, a triangle, and another curved line. There are also small solid pink and blue circles scattered around.

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

The Track

