

# Death Race Game

## Introduction

The purpose of the game is not just a simple ordinary car racing, Death racing game also allows the player to race and reach the goal while using guns to fight with enemy cars. It also has a simple car racing mode which does not include any enemy cars to fight with. Weapons for cars can be purchased by completing different levels and earning coins.

## Purpose of Document

The main purpose of this document is to provide the whole description about the project so who will read this document can understand the overall system of the project where the purpose of this is to encapsulate the working and functionality of this project.

## Scope

The purpose of the game is not just a simple ordinary car racing, Death racing game also allows the player to race and reach the goal while using guns to fight with enemy cars. It also has a simple car-racing mode, which does not include any enemy cars to fight with. Weapons for cars can be purchased by completing different levels and earning coins.

Game is available for all kind of android users globally, which can be accessed through the Play Store of android cell phones.

## Background

This project is creation and implementation of game using the Android system and our Final year project. the explanations for creating the sport on the Android system are many, The android market currently has the most important market share of the mobile devices and is growing, it eliminates the necessity for expensive hardware as most(if not all) the Android development tools are freely available. The rationale for developing a Mobile game is that it is currently growing and vibrant market with more people playing mobile games than tradition games on console meaning a greater market share potential and may be developed without having a team of individuals. Lastly why develop a game, a game is unlike anything we have developed before needing tons of designing and reasoning but the structure of the sport constantly changing states presented a singular challenge and we have always features a keen interest games during which we why we wish to know how they worked. The project proposal for this game contains an idea for the event of a racing game however, as stated before this concept is more accessible and allows for greater enjoyment while still implementing several key racing concepts (movement, collisions).

# Functional Requirements

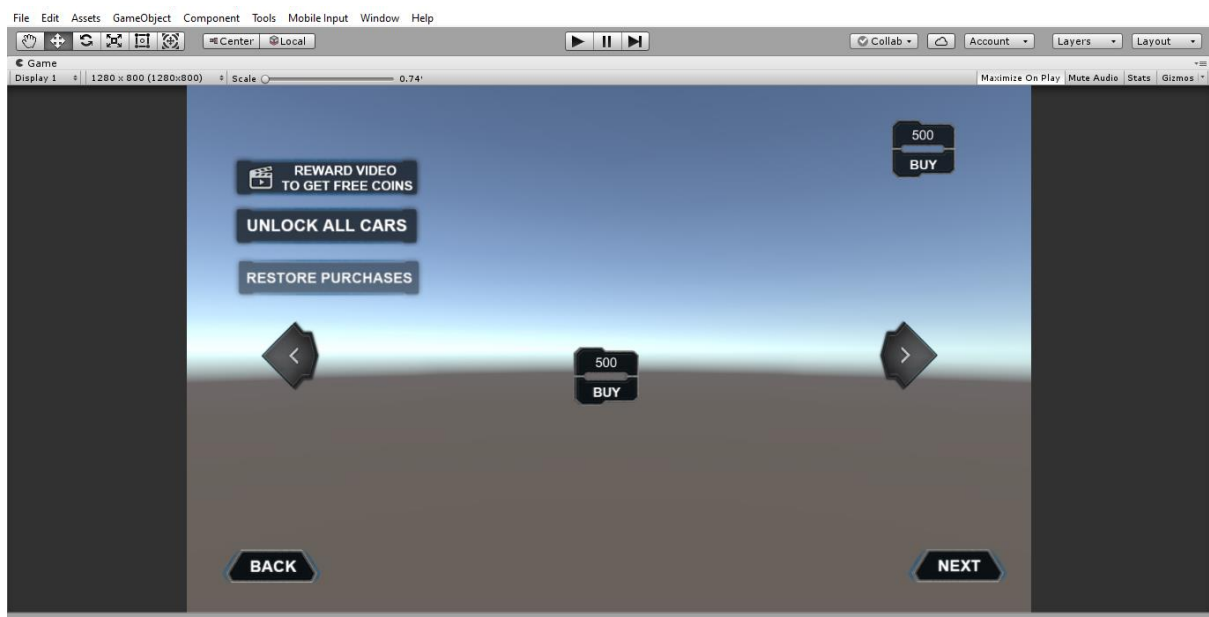
## Menu Interface:

This is the first screen that the user will see. To play the game select the “START” button and to close the game select the “EXIT” button.



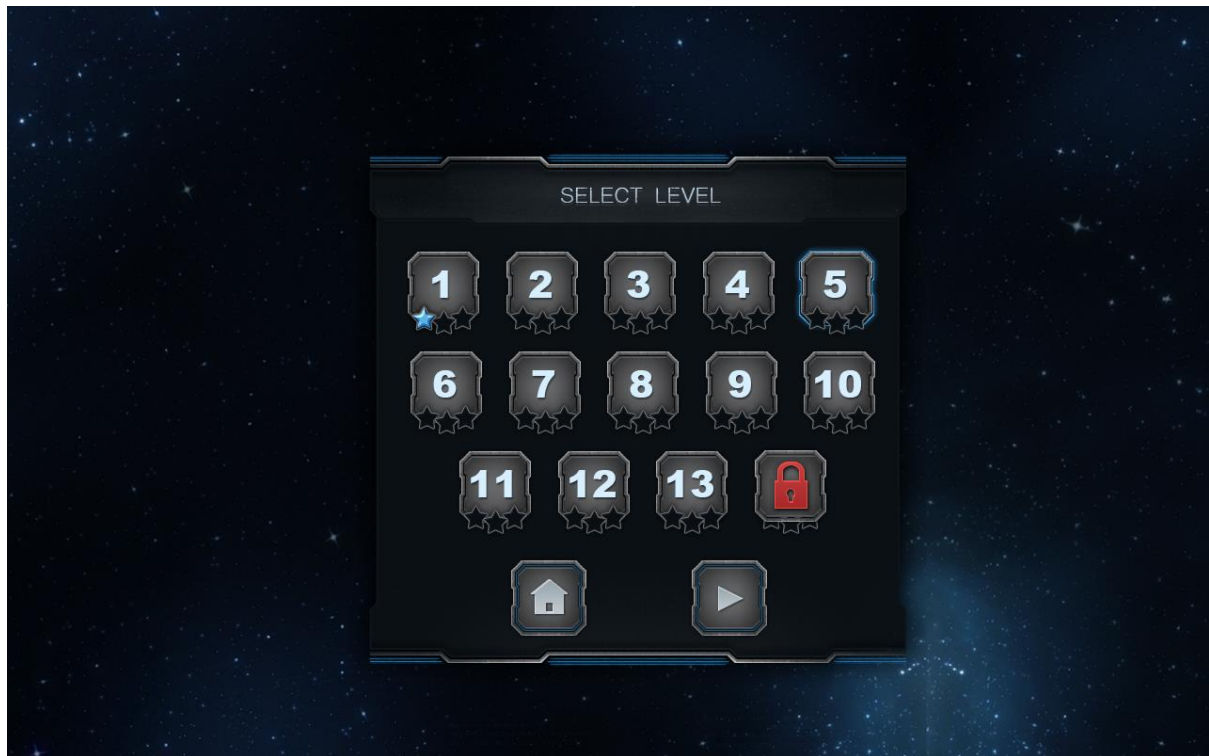
## Character Selection:

After starting the game the user will see the interface on which he can select the car models that are open for him according to his cleared number of levels.



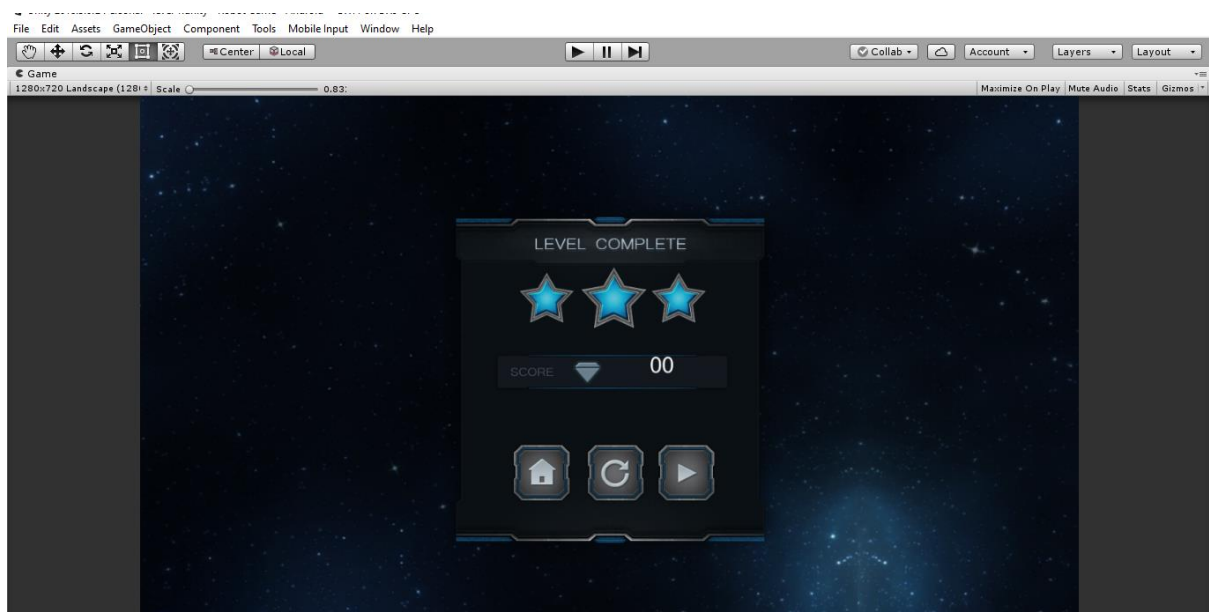
## Level Selection:

After selecting the car, the user will see the levels interface on which he will select the level that he wants to play.



## Complete Interface:

Game complete interface will popup when the player clears the level successfully.



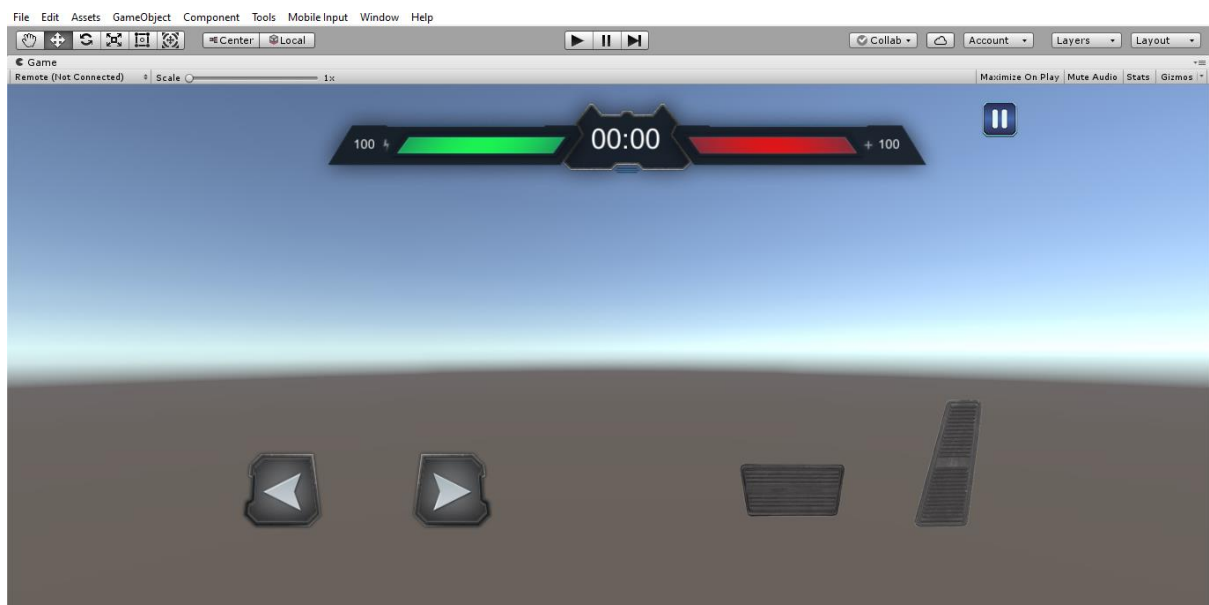
## Paused Interface:

Game pause interface will popup when the user clicks on the menu button while playing, This menu includes the icons of restart the level, resume the level and back to the main menu. Also this interface will show the person's current scores of the level that he is playing.



## Play Screen Interface:

This is the screen which user sees while playing. This includes the controls of the car, health of the car and the health bar of enemy car, remaining time, menu button and the number of earned coins.



**Technology we used**

We choose to develop this game on Unity Development Platform. And the programming language that we use is C#.