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Assessment No.4 - Racing Game

Game Design and Development With Unity 3

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# Elevator Pitch

Taking the type of race style of Death Race and combining it with Trackmania where speed is key and sabetche is the winning spree. The other players will not be your only enemy, the track will try to work against you and try to kill everyone that drives on it.

# Schedule

## Week 1

* Work on document
* Plan workload
* Draw concept art
* Basic driving system

Notes :

## Week 2

* Start with bear bone mechanics
* Plane environment assets
* Block out map
* Lay track
* Model environment assets

Notes :

## Week 3

* Model all environment assets
* Finalize code

Notes :

## Week 4

* Test
* Add “Nice to have’z”

Notes :

# Inspiration

## CARTS

|  |  |
| --- | --- |
| (Purewal) | (Zischkau) |
| (Kumar) | (Kumar) |

## 

## Track Idea

|  |  |
| --- | --- |
| (Geek Alabama) | **(plus)** |
| (SkullKiller83) | (Pinterest) |

# Overview

## Core Gameplay Mechanics

* Car movement
* Combat between cars
* Time
* Track have traps

## Targeted platform

* Windows

# Assets Needed

## 3D

* Go karts
* Start pole
* End pole
* Flag points
* Mystery power up
* Regaine health power up

## Code

* Spline system for track
* AI
* Kart sterling
* Health bar
* Power ups
* Death if to far behind
* Start
* End
* Lap system
* Cart placement
* Exit system
* Resolution settings
* Sound settings
* Seve system
* Difficulty of AI set
* Gaine health by power up

### Audio

* Kart sounds
* Winning sound
* Background cheering
* Death sounds
* Start horn
* UI interactions

### GUI

* Pause system
* Start menu
* Controls menu
* Loading screen
* Exit menu

## Graphical User Interface(GUI)

* Start menu
* Options
* Controllers viewing
* Exit
* Pause menu
* Ingame informations
* Game over menu
* Winner menu
* New high score

## Sound

* Kart sounds
* Winning sound
* Background cheering
* Death sounds
* Start horn
* Ui interactions

## Visual Effects

* Smoke for engine
* Tyre spinning smoke
* Driving
* Exose flame
* Recover health
* Running out of health kart in flames
* Kart explosion
* Victory sparks
* Wall sparks

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# 3rd party assets in project

I used the following assets to help with my game

## Unity Karting Microgame

<https://learn.unity.com/project/karting-template>

1.With environment assets

2.Formulas in code

3.UI help

4.sound in background