# Introduction

We chose to make a platformer that is based in a futuristic society, where you have to collect upgrades for a car, which not only progresses the game, changes the way the car ability interacts with the player and level.

We chose this as it fit with the theme, however was not a typical driving game. The car is autonomous and the game is set in a futuristic time.

# Project Management

Did you use any software development methodologies?

Did having regular meetings work well?

# Implementation

Technical plans (Script construction approach, UML used, mechanics adopted)

Implementation of player control, scoring, end of level, game over etc

Any elements that needed to be changed?

# Prototype Walkthrough

Instructions to successfully complete the prototype

# Play Test

Create a survey and post results

# Discussion

How does the prototype differ from GDD

Good/Bad points

How difficult was the implementation and is it as expected

Outcomes of user evaluations

What would you do differently?

# Conclusion

Summarise the assignment