

Cohort 2 Product Brief: York Dragon Boat Race

Dragon boat racing has a rich history of ancient ceremonial and ritualistic traditions, which originated in southern central China more than 2500 years ago. Since 2003, York has its own annual Dragon Boat Challenge on the River Ouse, on a course from Scarborough Bridge to Lendal Bridge. Every year, many teams compete to be the fastest dragon on the river and win the gold medal!

Competition is structured as follows: All teams will race four times. This includes three legs and a final. The fastest of the three leg times will be used to place teams into the finals. In the "Championship Final", teams are racing for the title of the York Dragon Race (gold medals), the second place team will receive silver medals, and the third place team will receive bronze medals.

You are to build a single-player game that involves racing with one of the teams/boats in the DBR competition. Specific features that are required include:

- Every boat must have a unique spec in terms of speed, acceleration, maneuverability, and robustness.
- Over time, paddlers in the team get tired, so speed, acceleration and maneuverability decrease progressively during every leg.
- Every boat must remain in its lane for the duration of the race. Leaving the lane may result in a penalty at the discretion of the chief race official.
- Teams may find obstacles in the river during the race, like clueless ducks and geese, or tree branches floating down the river.
- Colliding against obstacles will progressively reduce the robustness of the boat, until it breaks down (resulting in the end of the game).
- Every subsequent leg will increase in difficulty level.

Constraints

You are building a game that should be playable and enjoyable by your ENG1 cohort. However, there are two stakeholders that you must accommodate.

- **The customer:** one of your lecturers (Dr. Javier Cámara - javier.camaramoreno@york.ac.uk) will play the role of a customer who is interested in eventually trying to market and sell your game. Ultimately, the customer is the person you must convince of the validity of your assumptions and decisions. This stakeholder can be contacted as often as you need and at any time (but do not expect an instant reply!).
- **The University of York Communications Office:** who is interested in using your game for its own promotional activities, e.g., at Open Days, UCAS Days. Please note that you can only communicate with this stakeholder through the lecturers.

Note: For some inspirational footage of the real event, please follow the link: <https://youtu.be/-qHmlkvv9jM>