

## Interface Design Documentation

(By Robert Cale, Mathu Watts, Alex Baden-Hinsley and Anthony Lee)

### Game Controls

- Each vehicles have their own unique controls, these are done via keyboard , arcade and an Xbox controller
- The starting points of the game have a randomizer button which changes the boosters, the body and, the wheels randomly. The player are offered 30 seconds to choose their preferred parts before the time runs out. To skip ahead of the default time, the player needs to press "Enter". The keys for randomizing the vehicle parts are: Vehicle 1; "W", Vehicle 2; "X", Vehicle 3; "OemComma", Vehicle 4; "OemOpenBrackets"
- If the player wishes to pause or reset the game then they need to press the "R" key.
- To quit the the game the "escape" key needs to pressed
- Below is a list of the default keys for the keyboard and arcade controls, which can be changed by editing the configuration file.
- The controls for the vehicles on the keyboard are:
  - Vehicle 1: Left = "Q", Boost = "W", Right = "E"
  - Vehicle 2: Left = "Z", Boost = "X", Right = "C"
  - Vehicle 3: Left = "M", Boost = "OemComma", Right = "OemPeriod"
  - Vehicle 4: Left = "P", Boost = "OemOpenBrackets", Right = "OemCloseBrackets"
- The arcade controls for the vehicles are:
  - Vehicle 1: Left = "LeftShift", Boost = "Z", Right = "X"
  - Vehicle 2: Left = "W", Boost = "I", Right = "K"
  - Vehicle 3: Left = "LeftControl", Boost = "LeftAlt", Right = "Space"
  - Vehicle 4: Left = "A", Boost = "S", Right = "Q"
- The Xbox controls for the vehicle are:
  - Left = "LT"
  - Boost = "B"
  - Right = "RT"
  - Skip countdown = "LB"