PROJECT

PLAN.

Arthur Stam.

Tygo Boons.

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**Chapter 1: General info.**

Team name:

* Team GTRacing

Project description:

* GTRacing Pro is a simple racing game that will mainly be about setting fast lap times in a car around a lap. The game will be made in the span of a about 4 weeks. The game will feature a realistic visual and will be fully created using Unreal Engine. The goal of the game will be to set faster laps and improve your high score.

**Chapter 2: Group members & Task division.**

Collaborators:

* Arthur Stam
* Tygo Boons

Task division:

Game-Design:

* Arthur Stam 75%
* Tygo Boons 25%

Programming:

* Arthur Stam 25%
* Tygo Boons 75%

Art/Assets:

* Arthur Stam 50%
* Tygo Boons 50%

**Chapter 3: Game-Design.**

WIP

**Chapter 4: Asset list & Audiovisual concept.**

WIP

**Chapter 5: Technical Design.**

Tools:

* Unreal engine 4 v4.27.2
* Visual studio 2022
* Unreal Blueprints
* Github / Git

**Chapter 6: Planning.**

WIP

**Chapter 7: Expected obstacles & difficulties.**

WIP