



NITRO RACING

The Age of Dawn

Upasna Pareshkumar Khatiwala

Student ID - 200543736

Course - MDEV1003

Mobile Game Design

A quick overview of the Game

- An Racing simulation game
- The game is divided into 3 ARCS
- This version focuses on 1st ARC - Age of Dawn
- Game Introduction in base level to understand game working.
- Single Character in next 2 Levels
- Multiple Characters in Level 4 - Level 10
- Each Level will be upgraded with difficulty of events



Brief Story

It is story of person for whom the consequences and opportunities made him/her mafia head right now. This is a journey of a common man to one of the most powerful/influential person in the whole town.

Game is an Adventurous-action game, based highly on racing as well.

Every event needs to be completed to level up the game and unlock the other events and different cars.

* There will be uncut scenes in introductory level 1 - Introducing the hero's background and life



The images are from the game - NFS and GTA, but will not be mimicked in the actual game.

Environment

- Environment includes different types of racing roads - cities environment, mountain roads, rural environment, small roads and highways
- For First Level the environment is set to be default as the main goal is to make the user understand mechanics of the game.
- Theme - Day and night
- Seasons - Summers and Monsoons.



Characters (Currently NA)

Protagonist

1. A Hero
2. A relative in the gang
3. A supporter in the gang
4. A friend - a major supporter of the hero
5. Second Friend - having jealousy about hero's success

Antagonist - Gang

1. A Mafia Head
2. A character having a position one step lower to Don
3. 3 other characters following the orders of the don.

Other Characters

1. A character who likes powerful people - doesn't matter Don or Hero
2. A Officer, Assistance Officer, Chief Officer (Police)



Characters (Currently NA)

NPCs

1. Shop keeper
2. Garage keeper
3. Doctor (A character from Hospital Staff)



Controls

- Different Type of controls for ease of access
- Touch joypad as a primary source of control for both adventure and racing modes.
- An option to choose between touch joypad, tilt and steer for racing mode.



Game ends - 1st Level

(Getting to know the Game Better)

The game ends when you get the hang of controls and speedings, as this is based on realistic working and physics of car driving using Chaos Vehicle Template of Unreal Engine 5.





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