No Left Turns

A game where you have to get to a destination driving a car, but left turns are banned!

Overview: No Left Turns is simple. You are driving a car and you have to get to a destination. When your car comes to an intersection, you have two options: keep going straight or turn right. It looks like this:

OnEventTrigger (IntersectionEntered) {

If (ButtonPressed (STATE 2)) {

TurnRight

} else {

GoStraight

}

}

It’s supposed to be a puzzle game, where the player has to figure out how to get to a specific spot (Or spots, in the later levels), which will be indicated by a green circle marker on the road. Speed-ups and slow-downs could also be placed along the levels to make the car go faster or slower.

Goals: I want the game to be goofy and fun, but also slightly challenging. The animations should be simple and almost cartoonish.

Level Design: The levels look like a town, but the town varies. I picture the earlier levels looking like a pretty rural area (Which can fit longer roads to give the player more time to think), and as the levels go on the area becomes more like a downtown city (With tighter intersections to make it faster paced). I’m picturing 30 levels, with 3 stages (rural, suburban, and urban) to separate them. The car goes faster as you increase levels.

Two Modes: The game has two modes. Freeplay mode is the simpler mode, as all of the levels are unlocked and you get to do whatever you want. Challenge mode gives you 50 lives, and you have to complete all of the levels on those amount of lives.

How to die: Construction barriers are placed along the roads, and if you hit them, you die. Pedestrians are also crossing the road at intersections in the suburban and urban levels, and if you hit them, the police start chasing you and if you run into them you die as well. You can still complete the level if you hit a pedestrian and get to the finish before the police catch you.

Pedestrians: Pedestrians cross the road at regular intervals, which are put into place using timers and a loading circle animation. When the circle fills up, it switches colors and loads again, and pedestrians will cross the road until the circle fills up again, and the process repeats. Every level in the suburban and urban stages has a police station, and if you hit pedestrians, police cars will come out of the station and chase you around. They are the same speed as you, but will miss turns if they are close to you and have to loop around. They can, however, turn left, which is something that you cannot do. They can also set up blockades which function like construction barriers.

Drawings (2 Example Levels):



