**Drift iO**

Game Environment:   
The player will control a car that has a ball connected to it. Environment is an island that will lose some radial parts each 20 seconds (like PUBG circle) and make the arena for playing smaller until one player remains.

**Game Objective:**  
Player must drift with the car and make the ball behind it rotate. If a rotating ball collides with other cars (players) they will shoot away. The player must kick out all other opponents out of the island (Arena) and become the last survivor.   
  
**AI:**  
We have 4 other AI players in the arena and players must fight with them. They will act the same with cars and balls attached to them but we must add a little hack to make the game playable for people.

**Mechanism:**

Player touches the screen and holds the finger, meanwhile by moving the finger to left or right the car will start drifting on that angle and the ball will react to this mechanism.   
\*\*\*This is the main part of the game that car drifting, ball moving and ball hitting must be very smooth and realistic at same time.

**PowerUp:**  
There is a box that will drop randomly into the arena with Parachute. When any player catches it the ball behind his car starts to rotate around the car with very high speed for 3 seconds.

In addition, there is a sample video of what the target game must be like but we are looking for far better realistic mechanisms.