

Buggy Boy Analysis

Buggy Boy, released in 1987 to commodore 64 platform was an innovative approach to racing games of the era with its obstacle filled tracks and challenging approach. A 2D racing game it is an adventure filled driving experience with an overall goal of reaching the highest score as fast as possible. Buggy Boy brings thrilling and challenging sections to its 4 tracks and these consist of either 5 laps or 5 subsections totalling 20 different experiences.




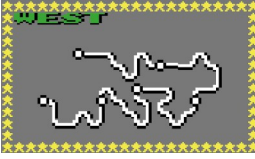



Tracks:

there are 4 tracks and 5 landscapes which in total gives the player 20 different experiences to race in. As opposed to some other entries Buggy Boy is not an endless racing game and the progression on track is shown via a top-down view of the track with the passed portion coloured in dark red.



Figure 1: Mini-map (Red colour show player progression)

Name:	Track Shape:	Additional Information:
Offroad		<ul style="list-style-type: none"> - It has green landscape with tunnels, bridges, hills, etc. - It has 5 laps to completion. - Track direction is counter clockwise.
North		<ul style="list-style-type: none"> - It is a winter map similar in attributes on the "Offroad" map. - Starts at upper point - Has 5 Subsections.
East		<ul style="list-style-type: none"> - Woodland map where green is the focus of the colour scheme. - Starts at upper right point. - Has 5 Subsections.
West		<ul style="list-style-type: none"> - Similar to "Offroad" maps' colour scheme the mountains are darker. - Starts at upper point. - Has 5 Subsections.
South		<ul style="list-style-type: none"> - Tropical map with desert surrounding the track. - starts at lower point on the left. - Has 5 Subsections.

Obstacles:

there can be many objects on the tracks and some of them are obstacles. these obstacles are need to be avoided in order to maintain speed. Obstacle avoidance is one of the more important aspects of the game because as the timed sector aspect makes careful driving very important. One has to drive carefully dodging or avoiding very varied obstacles as they range form little rocks to large boulders, trees to fallen trees sometimes even wall. Other than things to avoid the player has to be careful around is bridges or beaches where falling in water will hinder the player.



Items on the Track:

Most of the items on the track are collectibles or give bonus point to the player. Some collectibles also have their won mechanics that when completed give the player bonus score.

- **Flags:** There are different coloured flags which are shown in a counter with their respective coloured sprites. The flags granted points are written on the flag sprite juts before its taken on the track. If the player gets all the flags with the designated order, they will be granted 2000 points while flags flash and a tune plays. To note, the order of flags will change upon completion.



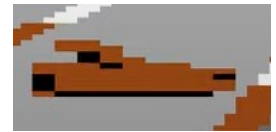
- **Football:** Basically the football appears on the track which can be hit. If the players able to hit the ball out of the track, the player will be rewarded 2000 points.
- **Point Gates:** These gates grant the point that is written on them similar to a banner in visuals yet they are big enough to fit two buggies side by side which allows player to pass through them at high speed with not much problem. These banners can be in multitude of colours just like the flags yet they do not have the same mechanic.
- **Time Gates:** if the player manages to drive through these types of gates they will be granted 2 seconds. These gates unlike other types of gates flash in colour yet they are the same size. These flags are tracked and shown on the side of the gear selector which if player finished the sector with these still existing the player will get the amount of flags times 2 seconds added to their time.



Figure 2: This will grant 6 seconds upon finishing the sector.

Also players are able to use items on the track to avoid obstacles using some of the objects on the track. The two examples exists are:

- **Branches:** Branches work in the game of a jump mechanic its such that when a player passes over a branch the buggy jumps. This can be used to jump over obstacles.
- **Small Stones:** Small stones lift the side of the contacted side of the buggy up. This mechanic makes it easier to avoid obstacles as the width of the buggy decreases when the buggy is driving on left or right two wheels.



Second Buggy:

As an AI opponent, one can notice the second buggy that can create some trouble to the player. They are slower than the player hence they act more like a moving obstacle. An important aspect to the second buggy's attributes is that they are also affected by environmental elements such as obstacles as such. Players can choose to push them into unwanted circumstances which will for better clear a path ahead void of them.



Figure 3: Second buggy on the left about to fall into the water.



Figure 4: The second buggy mentioned in upper figure fell into the water missing the bridge.

Timed Sectors:

One of the main aspects of the game is that the tracks are either divided into sectors or timed laps in one case. These sectors add time to the total time which will end the game if the player runs out. This mechanic makes avoiding obstacles much more important as the one of the main points in the driving becomes is to maintain speed. This mechanic also gives a very high priority collecting time gates which will add at the end of a sector or a lap.



Figure 5: Time extension text after a section is finished.

Driving and Gear Shifting:

Driving in game is very simple going from side to side, fast and slow with some gimmicks of occasionally jumping and two wheel driving. Yet there is one improvement from the era of the games which is the gear system. The gear system even tough a very simple one at that is a very nice touch. However, the simplicity its in creates its biggest shortfall, there only exists a low and a high gear low is for accelerating and high for going fast. With the system in it the low gear is only useful when accelerating off the start then the players are better staying in high gear the rest of the rest.

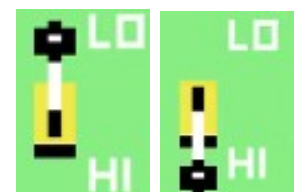


Figure 7: Low Gear

Figure 6: High gear



UI and Game Screen:

The UI and game screen is fairly basic yet the UI side is extremely cluttered. It surely be better off without such clutter yet one must also acknowledge that this game is not the worst as the main action happens at low centre of the screen requiring the player to only check it for necessary updates, or status checking.

UI Layout:

The basic layout is based on the upper half of the screen. With the UI layout at that part there is a major 2 sections on the left there exists the mini map. On the mini map the red coloured parts are the progression made where the player is in the tip of that red zone. The second important aspect of the mini map are the points on the road these are the sector beginnings and ends.

The right side of the screen gives us the information about the car as well as the track and points display. Aside from gears speed there is time score and flags. There also exists the laps or sections passed which is denoted by “LEG”. Speed is denoted in Kilometres per hour, time in seconds. Other than these two information texts, most if not all other information is presented to the player in a universal way.

