**Welcome**

Welcome to Cardiff Met and the School of Management. The next week and a half is designed to introduce you to web game development. You’ll learn about JavaScript as a language and how this fits into a webpage and how the fundamentals of a game are put together.

**Game Brief**

For this activity we’ve developed an engine called “OverDrive” on which a simple 2 player racing game has been built. You can find this in your introduction pack. The game and engine aren’t complete – it’s up to you to make the game *your* game and to get your hands dirty with the underlying code.

For this project you’re required to work in teams to design and develop a racing track, sprites and code that can be used for a 2 player racing game. The theme of the track is left for you to decide – use your imaginations! You can use famous tracks as inspiration if you like (for example the [Brans Hatch](https://www.google.co.uk/maps/place/Brands+Hatch+GP+Circuit,+West+Kingsdown,+Longfield+TN15+6DX/@51.3590098,0.2589647,457m/data=!3m1!1e3!4m5!3m4!1s0x47d8b348ce8ee2e1:0x8e9b8fbcfddec19a!8m2!3d51.355405!4d0.2625009) or [Nürburgring](https://www.google.co.uk/maps/place/N%C3%BCrburgring/@50.3303272,6.9382709,1526m/data=!3m1!1e3!4m5!3m4!1s0x47bfad369010c559:0x80dbc21b73ca589a!8m2!3d50.3340981!4d6.9426625) racing tracks) **However, don’t just copy an existing picture – in your teams create your own track!** In addition you are required to create your own sprites for the player’s cars and the pickup objects. You are also required to change the code of the game to give it unique gameplay.

**What we’ll go over the next week…**

* Introduction to how a game works and JavaScript
* Creating a racing game – what we need
* Creating levels and tracks
* What’s where in the “OverDrive” engine
* Making your game – adding and changing code
* Playtesting and changes
* Presentations

**What your welcome pack contains**

* The OverDrive engine and racer game demo
* Guides to the Piskel sprite editor and custom track and scenery editors
* Guide to the OverDrive engine and what’s where
* Links to useful online resources