Interactive Scene draft

General Description: Ideally our controller will be able to function across a large number of platforms and games. However, the general idea of our scene is that players will control a vehicle that they must race across a predefined route in a set time with obstacles that can slow or stop it.

Goals: The player's goal in this game scene is to reach point B or the finish line, from point A or the start line in this case within a time limit or in the shortest possible time. Along the track players will also dodge obstacles that will slow them down or stop them entirely should they collide with it.

Win/Loss: The player achieves victory if they reach the finish before the allotted time is completed an additional win condition will also be the player trying to shorten their time by making adjustments to their route. If players are unable to reach the finish line within the allotted time they will lose, causing them to go back to the start of the track and restart the timer.

Input mapping:

Mouse Buttons (L/R) : The player will be able to press down either the left or right mouse buttons to cause the player to either speed up or slow down. The left mouse button will cause the player to accelerate faster as the button is pressed further down. When the player presses the right mouse button it will slow down the rate at which they accelerate based on how far down it is pressed. If both buttons are pressed down simultaneously they will counteract with each other.

Joystick podium: players will be able to move the controller left and right on its base in order to handle steering. If the player tilts the mouse to the left the vehicle will begin to turn left and if the controller is tilted right the vehicle will turn right.