Team: Safety First!

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**Alpha**: (Feb. 26)

For our alpha we will have the basics of the training and how to play the game. This may be a lot of text and a few pictures and diagrams. We will also have an endless mode to apply what you learned in training. At this point there will be no end state, unless you die. The road will progress, and cars will weave through traffic—sometimes presenting hazards that the player must avoid. Getting a little faster as we get farther in the game.

**Beta**: (March 25)

Our beta will expand on our alpha. We will have the player decide the distance they wish to travel (from where they are to home). When you reach that distance you will turn off the highway and get home safely. Difficulty will scale based on distance. The farther the distance the more distracted drivers will be on the road, more semis, and the more you will need to change lanes or brake. Will also have a score based on well you obeyed the law (using your blinker, not hard breaking, giving enough distance, not passing on the right…).

**Gold**: (Apr 8th)

Building on our beta we will have a finished game. That will look like having menu to get to the settings, tutorial, main game, and credits. We will also have polished art assets in the game to make it look good. Sound will be polished; for example, the motor rev will match RPMs for a clean and responsive feedback system.