



**FEUP** FACULDADE DE ENGENHARIA  
UNIVERSIDADE DO PORTO

# **FEUP Racing**

## Usage Manual

Desenvolvimento de Jogos de Computador  
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## Main menu screen



In the main menu, there are four buttons:

1. Start
2. How to Play
3. About the Game
4. Exit Game

"Start" opens the game mode selection screen.

"How to Play" opens a screen with instructions for the game.

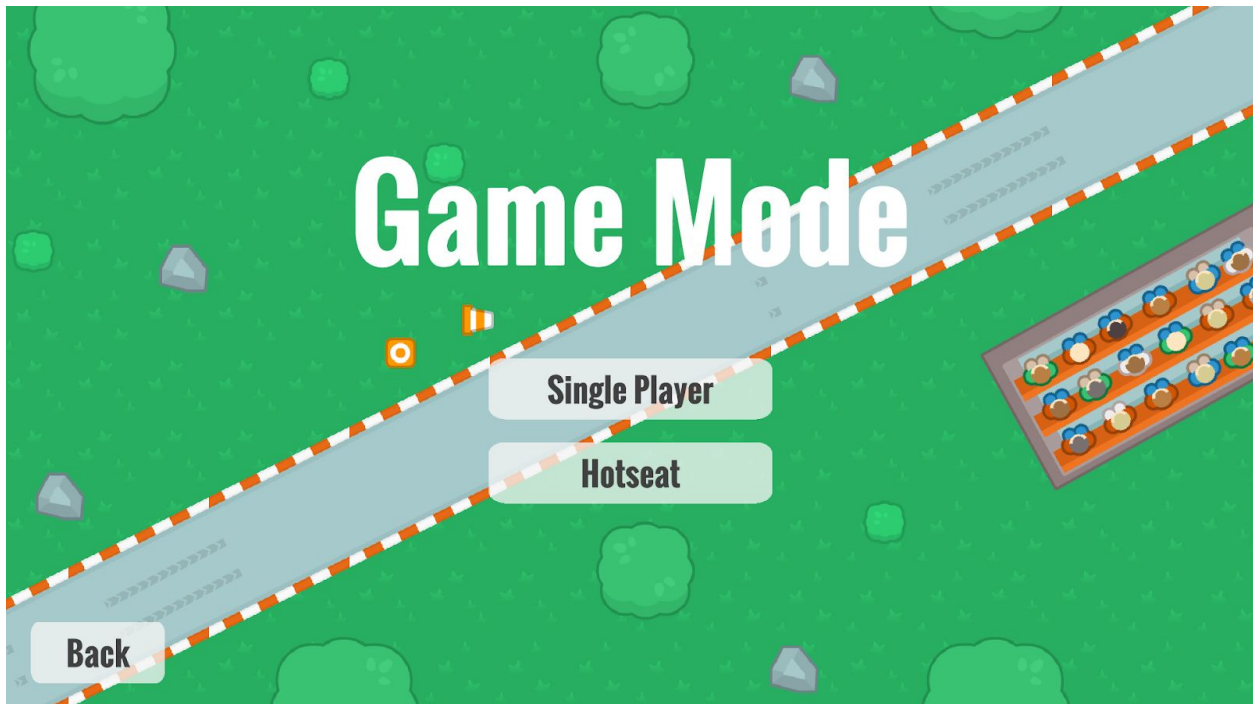
"About the Game" opens a screen with a small story, context for the game and credits.

"Exit Game" quits the game.

## About screen

In the about screen we can see the story behind the game and credits about the creators.

## Game mode selection screen



In the game mode selection screen you can either choose "Single Player" or "Hotseat". Hotseat is same machine multiplayer. After selecting the game mode, the player is taken to a character selection screen. The "Back" buttons takes you back to the main menu screen.

# Character selection screen



Here the behavior depends on the game mode. In single player mode the player can use the A or D keys to select their character. After that they can select the difficulty. The difficulty determines the knockback of the missiles fired, both from the enemy AI and the players. After selecting the difficulty, the players can select the number of laps by inputting a number. They can then click the Start button and proceed to the main game screen.

In hotseat mode, the character screen works the same way but a second player must select their character with the left or right arrow keys. The players can compete for each character as they can select their character simultaneously. The "Back" button takes the players back to the game mode selection screen.

# Main game screen



In the main game screen, the goal is to be the first one to complete the set number of laps. To do this, players must go around the track and trigger the checkpoints found along the way, otherwise their lap doesn't count.

Players can control their cars with the keys on the how to play screen. They can accelerate, steer left or right, go backwards or fire their weapon. The weapon has a reload time before being able to fire again.

There are enemy turrets that fire missiles aimed at the closest player.

Being hit by a missile knocks the hit player back.

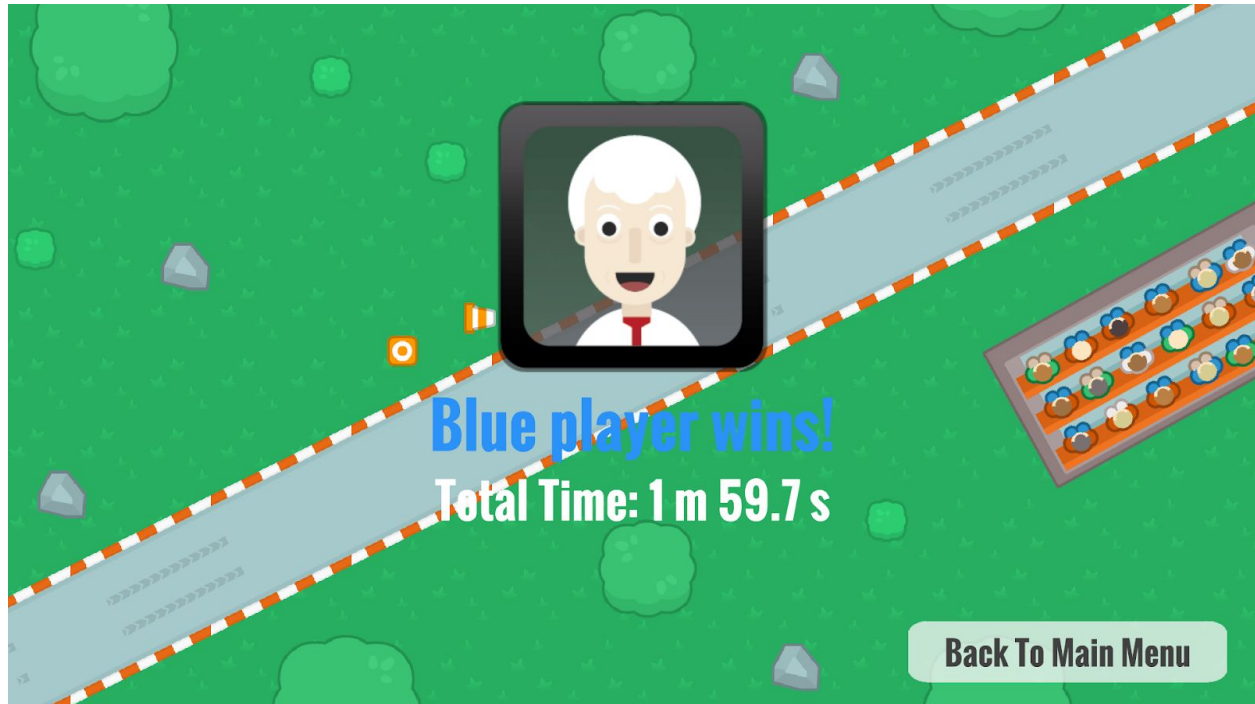
If a player goes off the track and into the grass, they'll have much slower speed, so try to stay on track!

In hotseat mode there are also power ups. There are many power ups:

- Speedup - Increase in overall car speed.
- Slowdown - Decrease in overall car speed.
- Reversed steering - The turning controls are reversed.
- Increased knockback - Missiles you fire have extra knockback power.
- Decreased reload time - You can fire missiles faster.
- Shield - You are protected from the next 2 missiles (or until time runs out on the shield).
- Homing missiles - Missiles you fire track and follow the opposing player.

Every power up lasts an amount of time. The probability of having a particular power-up and the amount of time they last depend if the player that picks it up is ahead or behind or if the players are tied. The further back a player is the more likely it is for that player to receive beneficial power-ups.

## Victory screen



When the first player finishes the track, a new screen is shown with the character that won and the time that they took to finish. The button in this screen returns the game to the main menu.