

<< Crash Test Buggy >>

Game Dev – BTI-7527

Aleksandar Andrejic

Introduction

A part of the evaluation in the module will be in form of a little project. In the next sections will be the ideas described of the project and some steps what is being worked on.

Idea

To make a simple Car mesh deformation system, where the Buggy's chassis deforms according to the force and point of collision.

Also reduce max speed of the buggy according to an amount of damage taken or completely stop driving when reached maximum damage.



Car crash simulation with speed of 60 km/h

Work for the project

Following steps will be implemented in a form where the system is in a minimal working

Buggy Mesh deformation

First simple deformation system for the buggy's mesh. Detecting the point where the buggy crashes on fix objects (like walls / floors) and let the mesh on this point bend in a radius according to the force from the impact (Speed of the buggy).

Functionality of the Buggy

Reduce maximum speed of the buggy, if the buggy gets more and more damaged.

Completely stop the buggy if it gets really demolished.

Implementing a self-repair where it lets the Buggy reset to original state.

Buggy parts falling of

As the Buggy gets more and more crashed the buggy parts are falling of according to level of damage.