

Racing Bike 2-D

No bike, car, truck racing, space shooting games to be developed. Work again on your proposal, with a unique idea.



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Short Description and Story Writing of Game

This game is 2-D console-based game. This game contains a Bike and enemy located in the maze. The Bike has Black color, and the enemy has red color. The Bike travels in a straight way, eating as many dots as can find. It will increase the score. There is also a life getting chance by eating a heart ball. The life heart has yellow heart.

Despite the danger, the Bike refuses to give up. He knows that if he can find the power pellets scattered throughout the maze, he can turn the tables on the ghosts and eat them for points.

The game is designed to be played around the illicit streets. The player aims to win the game by controlling the car. This game consists of one human player and one computer user who challenges the human player.

This game has 2 levels: easy and medium It also has three modes which include race, time trial, and duel.

Game Characters Description

Player

There is one human player in the Game.

Bike:

Bike is the main character in the game and is known for his yellow, in Bike shape. It is adventurous and loves to explore the road, always searching for dots to eat. Player is brave, determined, and has a never-say-die spirit. He is the hero of the game, admired for his bravery and determination in the face of danger.

Enemies

There is one enemy in the game.

Zondy:

Zondy is the enemy in this game. If the player's Bike collides or hit the enemy then the game's over and the total score is displayed after the game. It moves straightly downward.

Game Objects Description

Following are the Objects in the Game

Power Pallet:

An enemy is the another like Bike shape moving downward. When the player's Bike collide with it then the game will be finished.

Food Pallets:

Small white dots are called "Food Pallets". When Pacman collects a food pallet its score increases by 1.

Walls:

Walls are the barriers in the game which the Bike and the enemy cannot cross.

Rules & Interactions

Car player can eat food pallets that have been put across the maze. The player loses a life if he collides with any of the Enemy. Score increases when the Pac-Man eats food pallets.

Goal of the Game

The goal of the game is to eat all the food pallets that have been put across the maze while avoiding the enemies.