This week I played a new mobile game called Need for Speed Heat Studio. This game is tied to the upcoming game Need for Speed Heat. This object of this game is that it allows you to visually customize the full lineup of cars from the main game. Once you’ve made the car to your liking, you can then push the design to the main game, pay for the parts, and then actually drive the car.

I think this is a cool and interesting concept. There’s not really an objective to the game, since it’s not the full console game. You don’t get to drive the cars or race them. You do however get to take pictures of your cars and even videos. The app gives you preset angles and will record a cinematic video of your car. There is also an AR feature of the game. If your phone supports it, you can point your phone at a flat surface and the game maps it out. You then just tap and place the car in the environment and resize it. You can put your car on a tabletop, or even go outside and see what it looks like parked outside. It’s a very awesome feature.

This game has nothing but choices. While these choices don’t necessarily affect the way the cars drive or anything like that, they do raise your Heat Level. Your Heat Level is like a score system. The more you customize your car, the more your Heat Level rises. There are several parts you can change on your cars, like bumpers, rims, spoilers, paint, and many other parts. You don’t have to change these parts, but if you do, you raise your Heat Level. Every few levels, you will unlock a secret car to customize. In the full game, your Heat Level will also unlock more parts to customize your car with. The mechanic of this game just basically ties in with the main game later on.

Although the game doesn’t have a huge objective at this point, it’s still a fun way to pass time. Being that I love cars, this game definitely appeals to me. The choices you are able to make in this game is also why I love the Need for Speed series.