DELIVERY DASH

Car: Standard

Car: Super

Car: Sport

Start Regular Mode

Start Sudden Death

Exit

Delivery Dash

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Version: 1.0

Overview

Delivery Dash is an action packed arcade style driving game where you avoid the cops and other NPC cars in order to reach your destination and deliver your package!

Game Description

Objective -- Player must reach the target distance within the time limit while avoiding NPC cars and the cops. The Player must strategically accelerate and decelerate to reach the end and win.

Gameplay – Once the game begins, the user has to reach the target distance within the time limit while avoiding NPC cars and also avoid the cop cars from seeing the player go over the speed limit. If the player hits an NPC it will lose a life and if the cop sees the player going over the speed limit it will initiate a chase and if the player gets caught it's an automatic game over. If the player runs out of HP or the time runs out it is game over too. Player wins once they reach the allotted distance under the time limit.

Controls -- Player uses mouse to click on UI buttons for selecting car, selecting mode, and to exit the game. Once the game begins the player can use the arrow keys to turn the car and accelerate / decelerate the car.

Assets Used
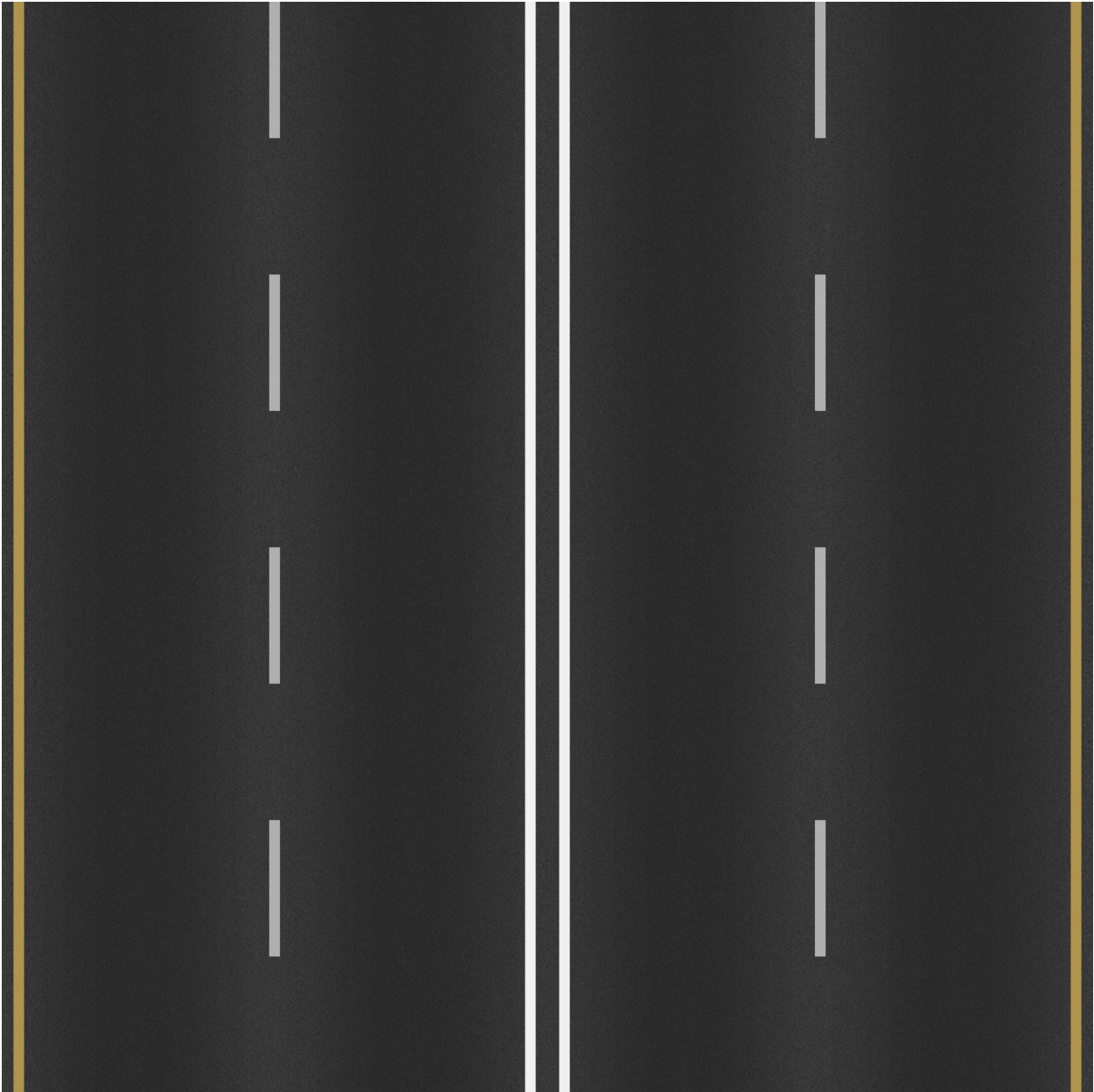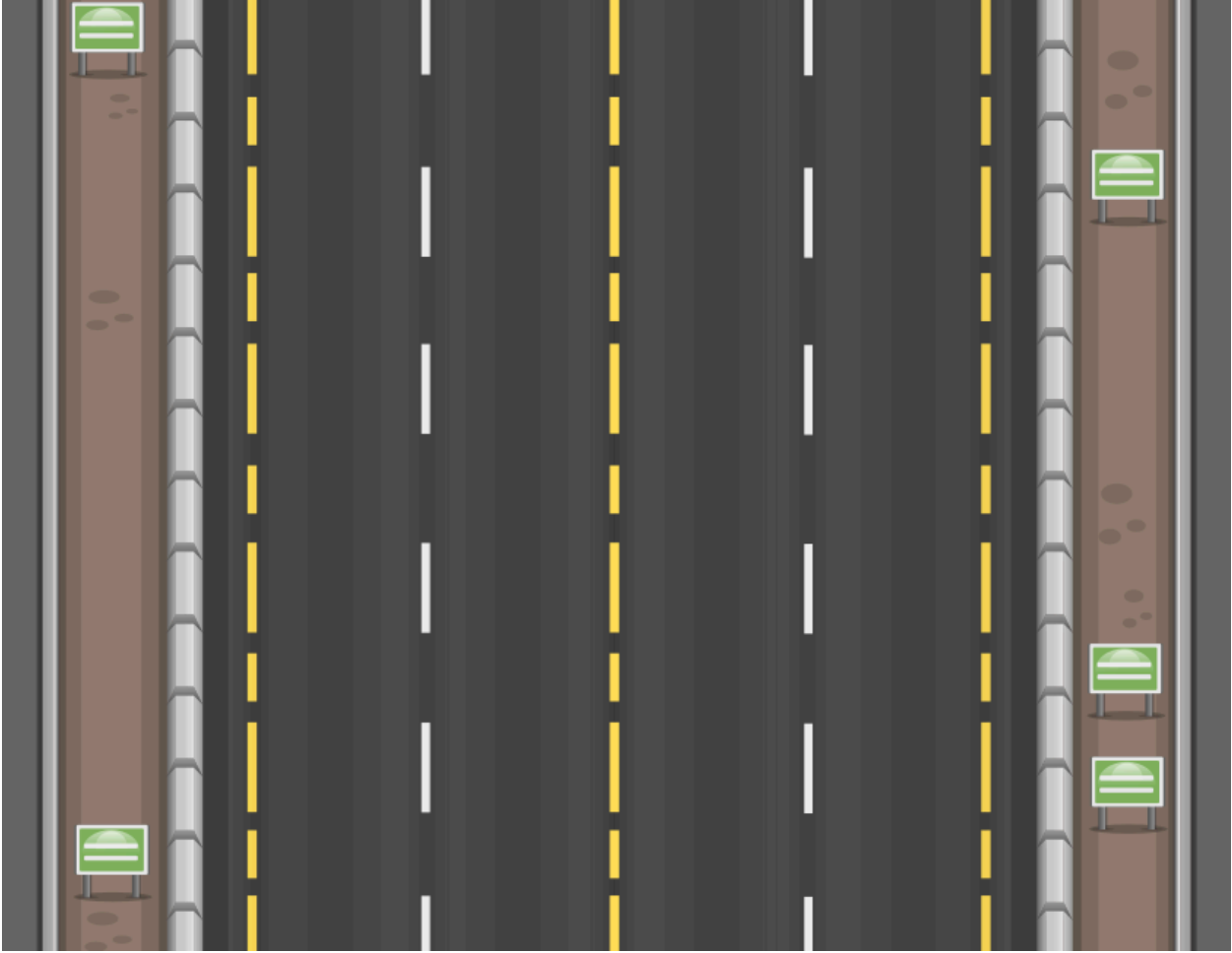
- Images

Top Down 180 Cars

- Sound files
    - o   background_music.mp3
    - o   explosion.mp3
    - o   police_siren.mp3
    - o   speed_decrease.mp3
    - o   speed_increase.mp3
    - o   tires_screech.mp3

User Menu

Use the the arrow keys to navigate driving across the road, slow down, speed up the car as to play the game

Roles and Responsibilities of Each Team Member

Carson - Implemented the Initial Player and Game Logic

Braulio - Implemented the NPC Car features and files and assisted in user's manual

Ethan - Implement the Player and NPC Car files, implement player, health, user's manual

Edwin - Find and implement sound files, implement background and UI buttons.