

Game Proposal 1

Name: Carter Hay

Working Title: "Carter Karts"

Type of Project: Arcade Game

Tool: Phaser and HTML5

Hours: 20

In Carter Karts, you are a rookie race car driver, racing to the top. As you compete in races around the world on your way to the grand prix, you will qualify for races and race against AI drivers. You will be able to choose the color of your car, and win performance upgrades that will help you on your journey, as you race on more difficult tracks. Be careful though! If you damage your car beyond repair in any race, you will have to try again from the beginning of the season. While in the middle of a race, you will be able to power slide around corners, and gain boosts to temporarily increase your speed.

If I am able to accomplish these features with enough time before the project is due, I have a few “stretch goal” features that would make the game much more interesting. The first of these, is procedurally generated race tracks. This is the most reasonable of my stretch goals, because I am also currently working on a research project focused on procedural content generation. Another feature that would make the game unique is multilayer functionality, in which you can play with other friends through Facebook. While this would be interesting, this feature is not reasonable for the time frame, and probably will not make it into the submitted version of Carter Karts.