Untitled Car Game

Group 1 - Cycle Three

Source: https://bitbucket.org/hughescj/untitledcargame/src/master/

Version Description

This version of Untitled Car Game focuses on integrating all of our features together. Game Physics, Programming Interface, Map Creator, UI and Game States are all included in this version.

Current Features

Feature 1 - Game Physics: The physics engine allows the car to accelerate, break and steer. Objects can be scattered around the track for the car to run into. Implemented using Velcro Physics.

Feature 2 - Programming Interface: A interface that allows the user to program instructions to control the car.

Feature 3 - Map Creator: Using an XML parser, maps made in Tiled will be imported into the Monogame framework to be displayed.

Feature 4 - Basic UI: A basic UI that allows the player to navigate between screens and menus.

Feature 5 - Game States: A state machine that switches the game between menus and level loading. Handles the actual loading of level assets into memory.