

# Untitled Car Game

## Cycle Two

Group One

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UNTITLED  
CAR  GAME

# Overview

## Untitled Car Game

A physics-based driving game where players program their cars to race their friends on community made maps.

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# Procedures

- Testing
    - Each feature has its own testing procedures, some more complex than others.
    - Testing procedures for all the major features are complete.
    - Testing suites are setup for some of the major features.
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# Cycle Two

April 12th, 2020

This cycles focus was on aesthetics consisting of the map and menus. Also included was the completion of the programming interface in regards to basic movement.

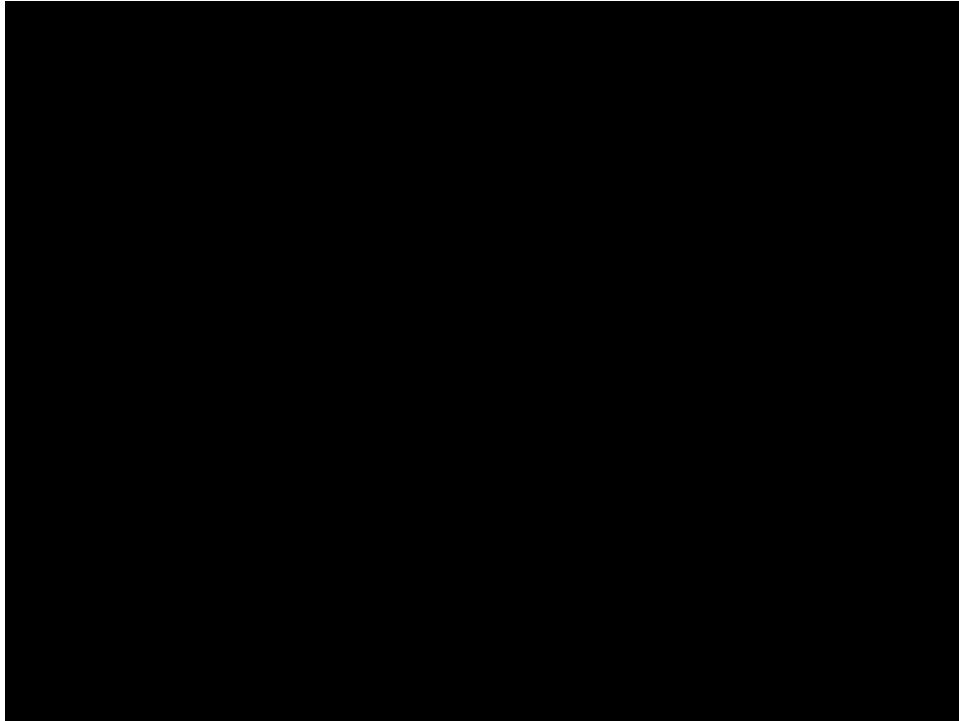
## Initial Feature Goals

- Game States
  - Programming Interface
  - Map Creation
  - User Interface
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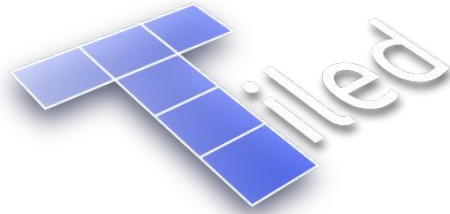
# Feature 2 - Programming Interface - Collin

- Formerly known as Virtual Machine
- Interprets the user code for AI Driving.
- Contains a method for receiving the file path to user code.
- VM uses a struct for its output that gives the car a vector 2 and a value for the acceleration / brake.
- 8 memory slots, 1 tempMath slot
- Instructions for add, sub, mul, div, mvi, mvo, acc, trn, brk
  - Can be done on memory locations
- One line of code per frame

# Feature 2 - Programming Interface - Collin

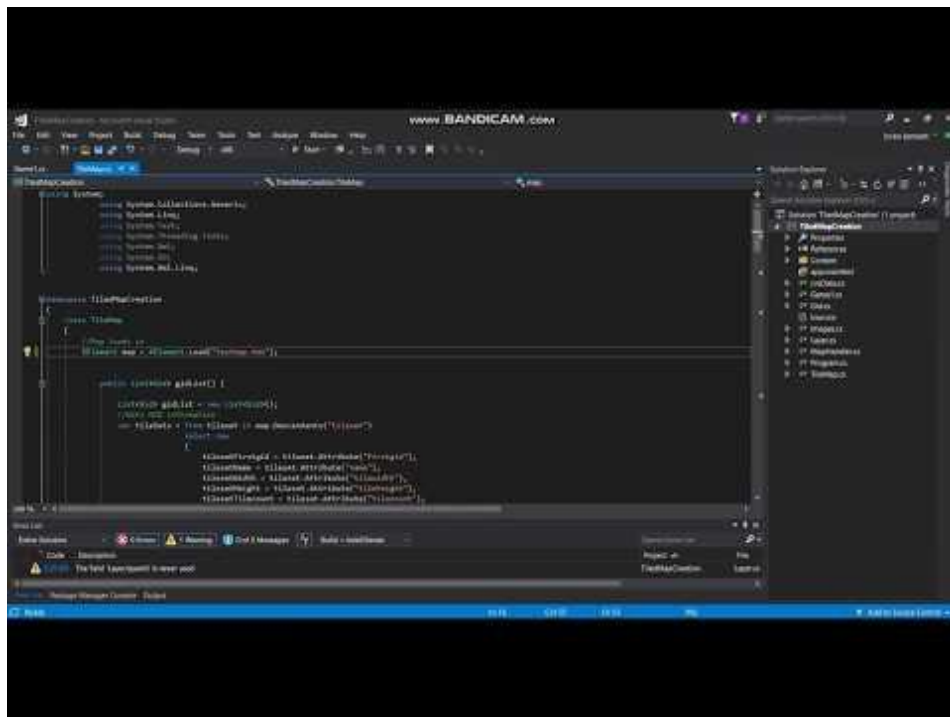


# Feature 3 - Map Creation - Brian



- Using Tiled to create grid-based tile maps
- Able to load as a TMX or XML file
- CSV layer encoding
- Tile grids, layers and images put into objects
- Tile objects are put in a list and drawn using their index

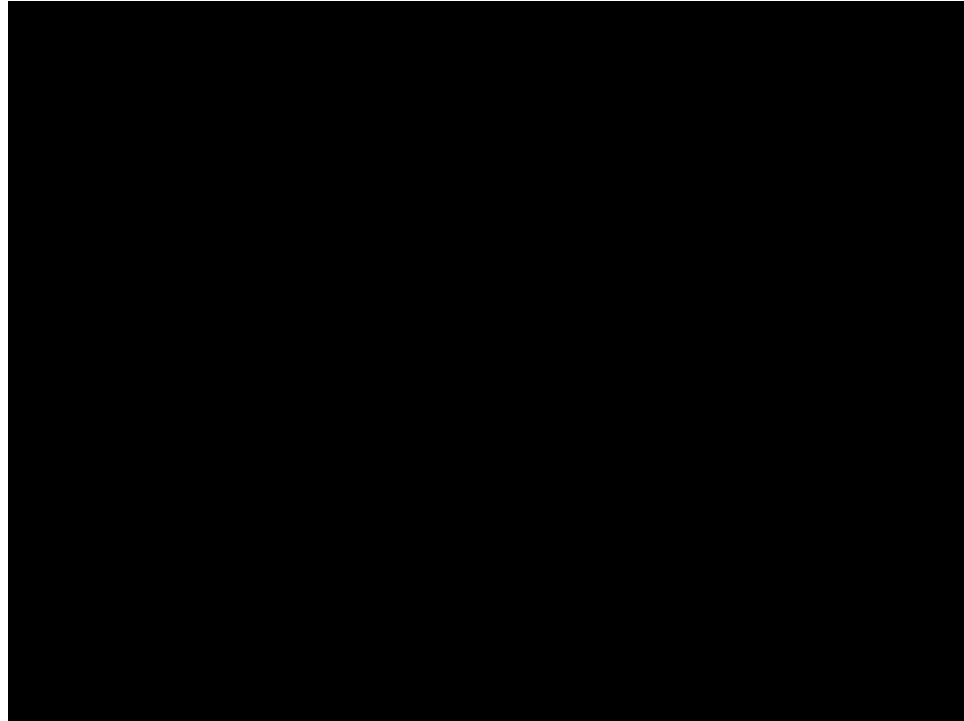
# Feature 3 Demo -Brian





# Feature 4 - User Interface - Collin

- Simple interface for User Navigation
- Includes buttons, sliders, textboxes and more
- All instantiated within a UI Canvas
- Menus are IScene interfaces (see Feature 5)



# Feature 5 - Game States - Brandon

- Allow for transitions between scenes
  - I.e. Menus, Game world
- All scenes are made up of IScene interfaces
- GameState class allows for loading, unloading, updating and drawing scene data

# Brandon

## Cycle Three Plans

### Unfinished Cycle Two goals

- Testing and integration of features 2 and 3

### Design and implementation of Cycle Three goals

- Particles and Audio

### Focus on testing

- Use of GameState to create test scenarios
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