

Untitled Car Game

Cycle Three

Group One

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UNTITLED
CAR  GAME

Overview

Brandon

Untitled Car Game

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

Cycle Three

May 5th, 2020 - Collin

The focus for this cycle will be on the integration of all of our completed features instead of adding new ones. This will include expansive testing and polish, with the end result being a vanilla version of the original idea.

Cycle Goals

- Programming Interface Integration
 - Map Creation Integration
 - User Interface Integration
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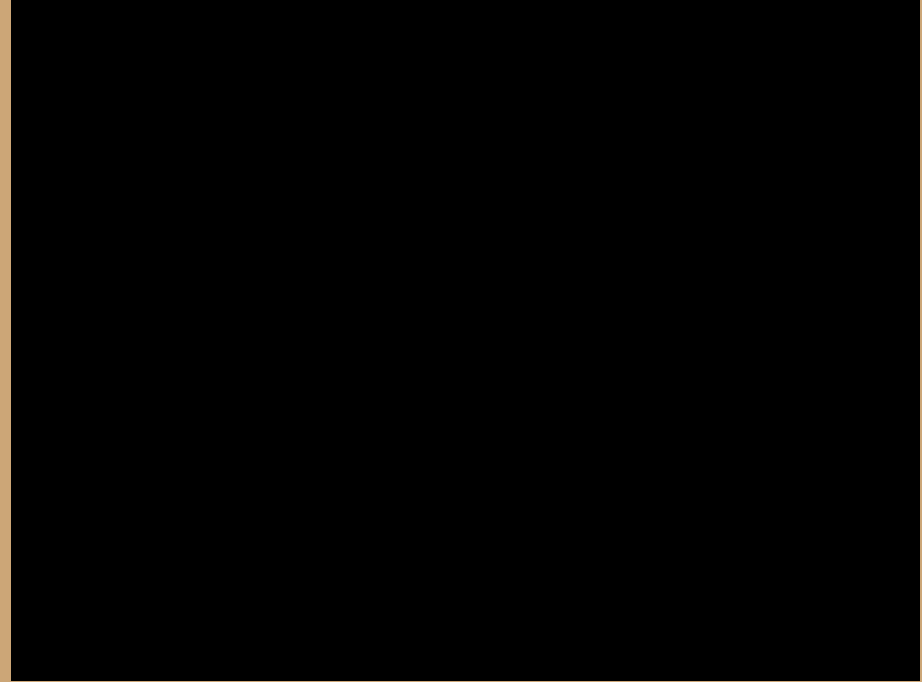
Procedures and Tools

TestComplete - Peter

- TestComplete allows us to automatically test UI elements and general user/game interaction with preset inputs.
 - You can script the test you want to run or have TestComplete mimic manual inputs.
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Procedures and Tools

TestComplete - Peter

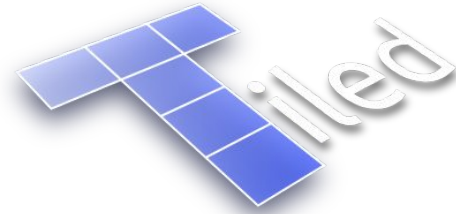


Procedures and Tools

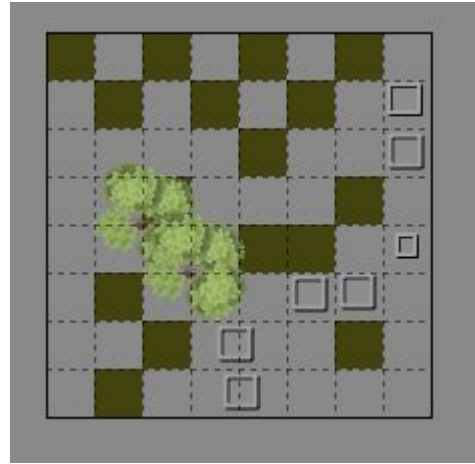
Inno Setup - Collin

- Inno Setup
 - Used for creating Windows installation scripts
 - Can be done manually or with a wizard
 - Compiling the script generates an .exe installer
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Feature 3 - Map Creation - Brian



- Tiled Program
 - Maps fully loaded in
 - Object layers created with rectangular shapes any size
 - Rectangular shapes used as collision objects using coordinates(x,y) + width and height
 - Collision objects not visible unless image placed over



Final Product

Demo - Brandon
