

Compile Driver

Development Cycle 2

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System Intent:

Compile Driver is a racing game, in which the cars drive across user-made tracks controlled by player-written code.

Cycle Intent: Our goal for this cycle was to implement a linear game flow, and make Compile Driver feel more fluid during play.

Version Description:

This version of the game has implemented more basic car game features. There is a working level editor, which allows the user to preview and select the track they wish to race on. A car selection menu has also been added, allowing the user to select their desired car. The car class has also been brushed up, allowing for easier use, and better use of the physics engine that is being used to develop this game.