Compile Driver
Development Cycle 2

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Cycle Intent

- Create a linear game
- Increase overall fluidity
- Make the program feel like a real game

Process and Tools Used

- IDE: IntelliJ (Java)
- API: libGDX
- Level Editor: Tiled
- Communication: Discord
- Code-Sharing: GitHub

Development Cycle 2 Plan

- Improve the physics used by the Car objects ingame
- Extend the Main Menu added in Cycle 1
- Implement a Track Select screen

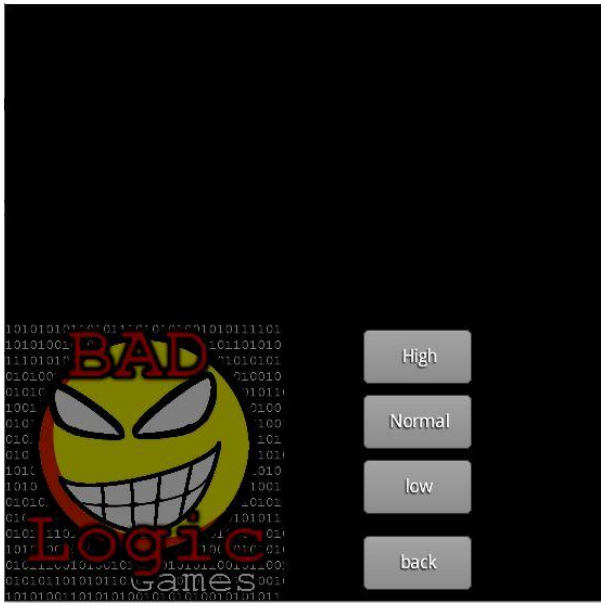
Feature 1: Car Class Rework

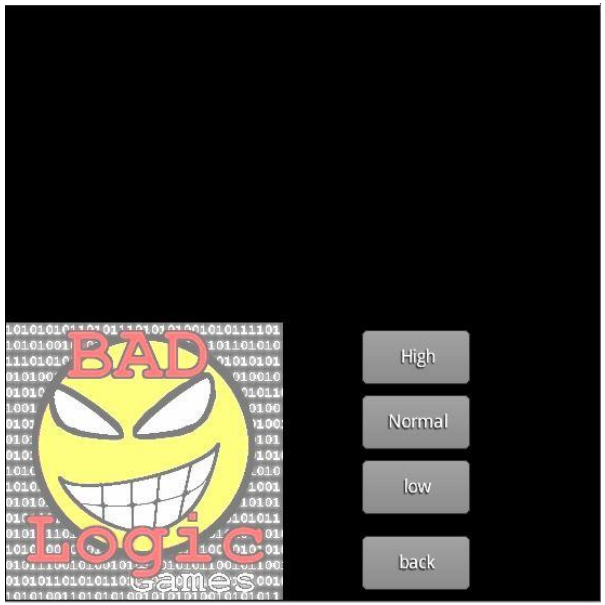
- Initial intent included compatibility with our VM and multiple car instances, however this cycle only shows actual physics and collisions of the vehicle.
- Allows for user input using W, A, S, and D keys to move the assembly due to forces applied by the wheels of the car.
- Displays a debug mode, which renders physical collisions to the user

Feature 2: Settings Menu

- The initial intent for this cycle was to add a page with the option to change the gamma
- We got it to be persistent
- We utilized a test image to check to see if it’s working
- However we are having troubles implementing into the main game.

Settings Menu





Feature 3: Track Select Menu

- Initial intent was to implement an interface to select a track to be played, including user-made tracks
- Tracks are selected by pressing a button onscreen
- There is a Custom Track button, which opens up a Select File window, where you may select the TileMap file to be played

Track Select Menu Demo:

Current Features

- A VM that is capable of reading commands from a text file, and controlling a car based on those commands
- Interaction between cars and the track
- Implementation of a custom Level Editor, which allows players to create and play their own tracks
- A Main Menu, Settings Menu, and Track Select Menu

Plan for Development Cycle 3

- Implement multiplayer, with collision detection
- Track laps, and display them on-screen
- Expand functionality of the VM
- Polish the features that are already present

Closing Statement

Throughout Cycle 2, our primary focus was to make Compile Driver feel like a cohesive game, rather than a demo. Moving into Cycle 3, we will be focusing on adding in a few new essential features, and polishing what we have already implemented.