Car Select Menu Documentation

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Description: The goal of this feature is to implement an intuitive menu that allows the user to select their car. This menu will allow the player to choose the color of their car, from several preset car sprites. The player will also be able to choose the AI of their car (or select manual driving mode)


Rough Draft of how the car select menu may look

The Car Select Menu will allow the user to click on each of the buttons shown above. When the Add Player button (the gray one) is pressed, the car will show on screen, as with Player 1 and Player 2. When the Remove Player button is pressed (for example, the one above Player 2), the car will disappear, and will be replaced with the Add Player button. This will work for every player, except for Player 1. Pressing the Back button will bring the game back to the main menu screen. Pressing the Continue button will bring the game to the level select screen.

Select Your Car:
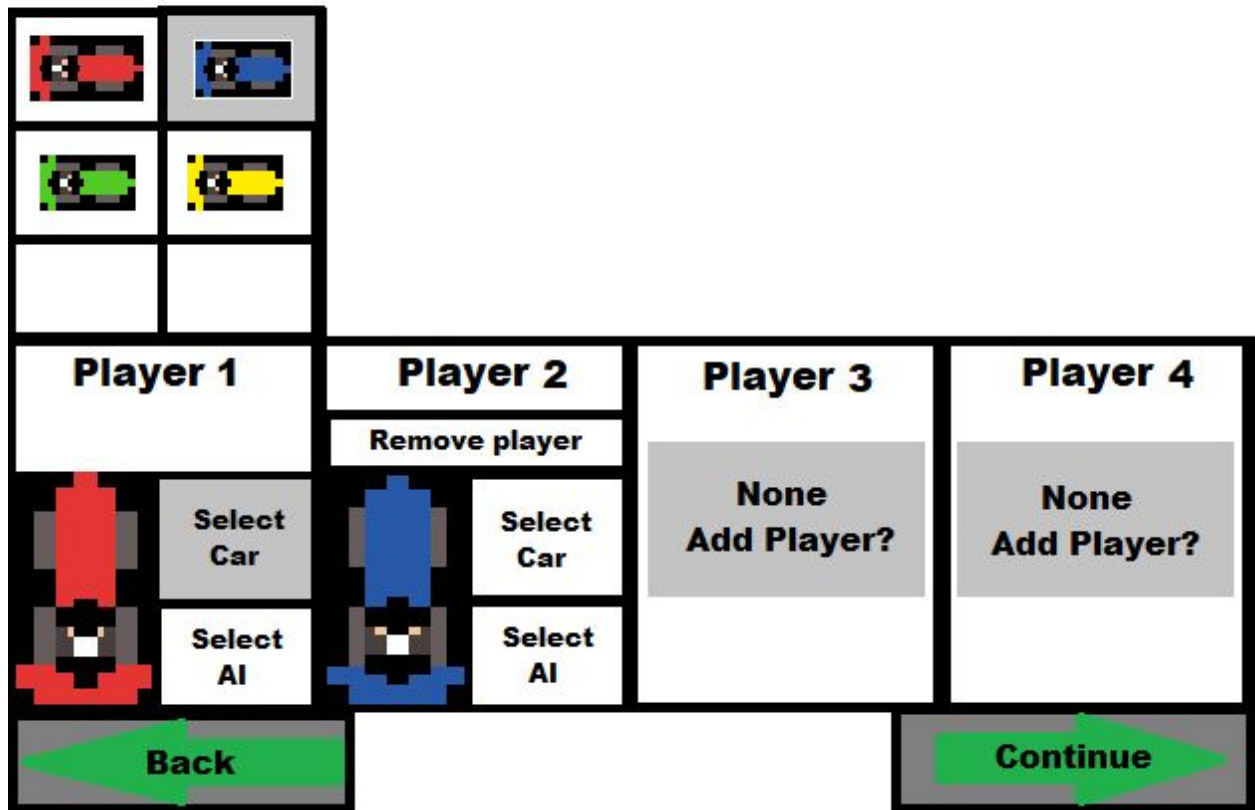
Mock up of what the Select Car button will do

Upon pressing the Select Car button, a small menu will appear above that players box, with several cars to select. Either all cars will be displayed at once in this menu, or there will be several pages of cars, which can be navigated through by clicking on arrows. The player will select the car they want to switch to by clicking on it. Any cars that are already in use by other players will be grayed out, and cannot be selected in this way (like the blue car in the above image). Clicking outside of the car select menu will cause the menu to close, with no changes made.

Select Your Car:

Player Controlled
AI Controlled

Player 1	**Player 2**	**Player 3**	**Player 4**
	Remove player	None Add Player?	None Add Player?
Select Car / Select AI	Select Car / Select AI		

◄ **Back**　　　　　　　　　　　　**Continue** ►

Mock up of the AI Select Menu

When the Select AI button is pressed, a small popup window will appear for Player 1, prompting the user to select whether they want their car to be player-controlled or AI controlled. If they select AI Controlled, a File Explorer window will pop up prompting the user to select the AI file from their computer. If they select Player Controlled, the game will use either the arrow keys or the WASD keys to control the car. For any player other than Player 1, the Select AI button will open a File Explorer window and prompt the user to select the AI file to be used.

Constraints: Making the menu this way means that the game will be limited to four players max (once multiplayer is implemented), as there are only four possible player slots. Also, because the menus are designed to appear above the boxes for each player, there will usually be some empty space there by design.