

CAR RACING GAME:

GAME DESIGN DOCUMENT:

Project Description:

Car race Game project is developed using Unity Game Engine. The language used for the development of this project is “C#”. The project file contains Assets such as C# scripts, prefabs, textures, sounds, animations, models, scenes and many more. Minigun Range is a 3D game specially designed for PCs. The gameplay Graphics is good enough and the controls are simple for the users.

Game Play:

The main objective of this game is to overtake the other drivers and get the 1st position to win the game and to avoid the go to off track so you can not lose control or your vehicle and lose your position in game

Art:

Graphics Elements and Audio Fragments of works were used in this 3D game application. Different pictures, and animations are integrated in the game environment to offer an exact image of the virtual location.

Music and Sound:

When you play the game, it will play music and if you win or lose the game will play music.

Technical Specification:

You must have Unity3d installed on your computer in order to execute the project.

Conclusion:

Car race is a 3D arcade game specially designed for PCs. This game is very useful if you have to develop driving and racing skills because you have to drive to the end point with position and win the race.