Name: THE CAR THAT CAN GO FOWARD

**Team Jim**

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**Project Goals**

1: Make a racing game in unity

2. Show skills learned in unity

**Game Overview**

I wanted to make a simple racing game with a figure 8 map and a dessert map, a scene selection and some game mode to add some variation of gameplay

**Plot & Setting Information**

Driving around to win the most money possible, (upgrades maybe…) like most racing game your goal is to win.

**Core Gameplay Mechanics**

AD OR Left/Right: steering

W OR Up: acceleration

Space Or S: Brake

**Platform**

This game will be made in Unity.

**User interface**

Will have AI, environment (trees), and Lap/Time Counters.

**Menu’s**

There will be a Menu and Credit Scene

**Level Design**

I created 2 maps for this game a figure 8 map in the forest and a donut dessert map to add a bit of variety in the map itself.

**Timeline**

* Character controls(up & down)
* AI
* Fix bugs
* Sound
* DEBUGGING