

Road-rash Game

Classic racing game with main focus on single player racing. It has fun graphics and is very interactive with fun musics playing on background. It is a 3d game making it more realistic for it's time.



Basic Requirements

- Proper racing between bots and players
- Player will be able to kick and punch as per the game
- Several obstacles as per the game
- Calculation will be done in 3d frame and will then be projected using projection
- Bikes will have variable speed so as to make game fair and fun
- Collision will cause bikes to slowdown while bikes in front will go faster
- On falling or slowing down, if police is nearby the player will be caught hence giving busted notice
- Assets will be loaded from backend with time taken to complete too.

Additional requirements

- On collision, in high speed the character will fall down from bike and walk towards the bike and ride to resume racing
- Player won't be stuck in the ground but will fly a bit as per the ramping of the road