Car Combat Game M2

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*NEW\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

CONTROLS:

WASD = Move

MOUSE = Shoot

H = health goes down

E = energy goes down

P = In game pause

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Game Idea: Using Unreal4

• Third person car combat

• Setting: space in an arena

Design Outline and Implementation:

**Enemies:**

• Turrets: surrounded by red wireframe

• Located in stationary places around the arena

• Start to target player after a certain range

• Hazards:

• Fire Hazard: long stretch of fire that continues to damage the player

• Warphole: “destroys” player by warping their vehicle into the abyss of space

• Slowing Glue: jelly that slows the player movement but not attack

• Obstacle: various objects (ie. destroyed car) that can harm or destroy player

**Environment:**

• Item Spawn: adds an item to the arena at a certain interval

• Accelerator: propels the player forward when triggered

• Border: will be visually represented by electrical bolts surrounding the stadium to keep the players inside