

Time: 172:49

Score:

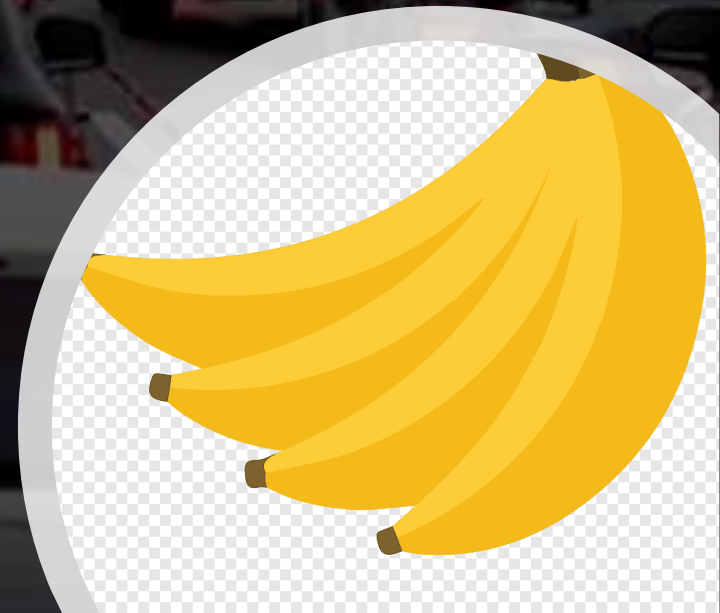
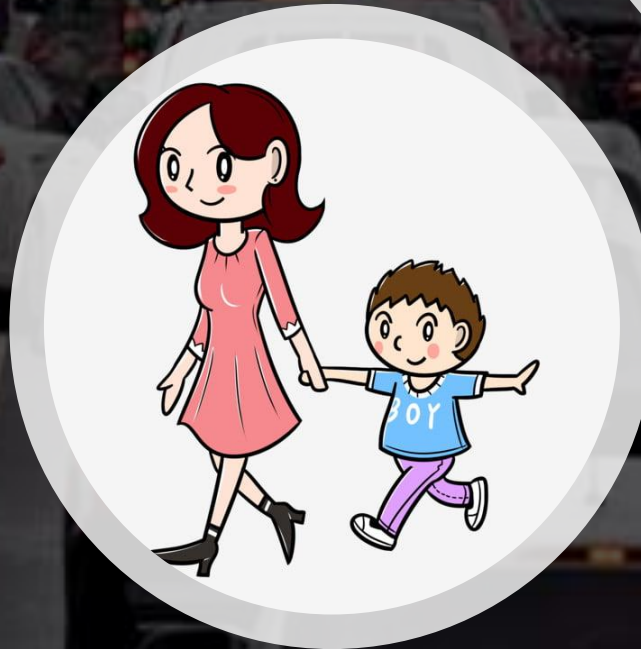
# Scooter Sprint: Rush Hour Madness

Communication/ 20161132 JUNG YOONSEOK



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# 1. Introduction

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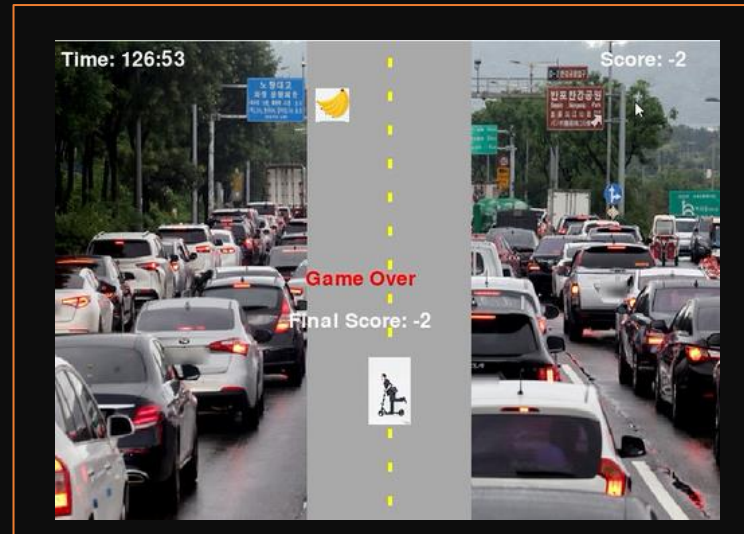
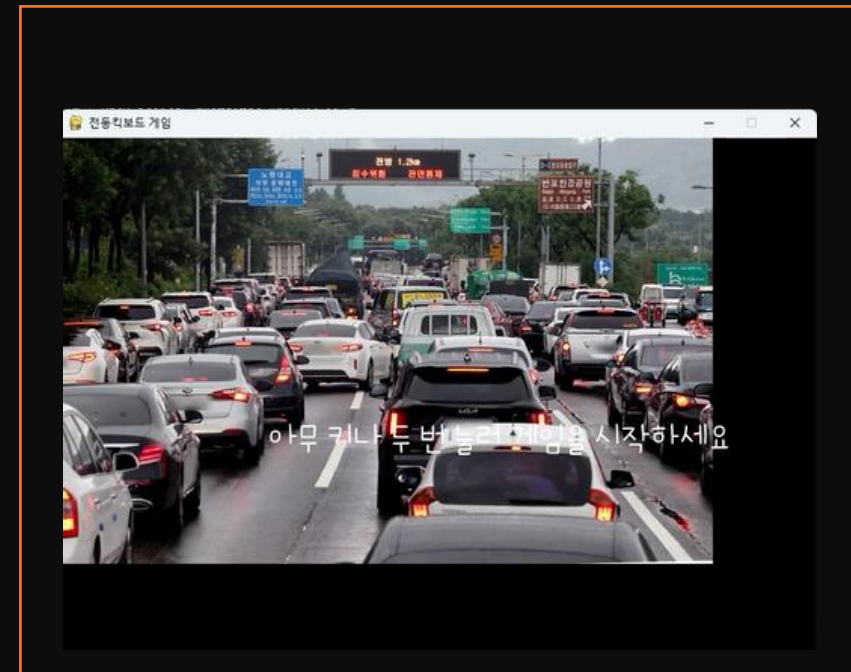
- **Game Concept & Inspiration(Story)**
  - Embark on a chaotic morning journey as a corporate employee who, driven by the inspiration of real-life oversleeping scenarios, must ride an electric scooter to the office within a tight timeframe.
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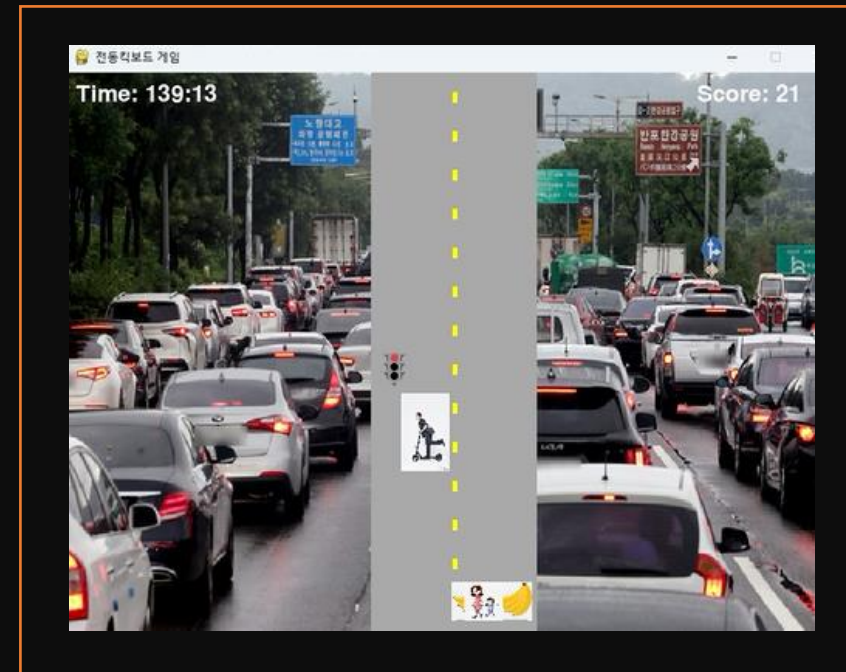
## 2. Game Overview & Mechanics

- **Start Screen:** A simple prompt invites players to "Press any key twice to start the game," initiating the gaming experience.
- **Basic Progression:** Take control of a scooter, navigate obstacles, and score points. The game dynamically increases in difficulty over time.



# 3. Game Details & Audio Elements

- **Player Controls:** Utilize arrow keys for scooter movement (left, right, up, down).
- **Scoring System & Obstacles:** Earn points for successfully navigating obstacles; collisions lead to score deductions. Various entities (traffic lights, bananas, cars, mother-child pairs) add complexity.
- **Road Dynamics:** Experience dynamic road width changes.
- **Audio Elements:**
  - **Background Music:** Play "A Journey Awaits.mp3" continuously, setting the game's tone.
  - **Sound Effects:** Enhance the gaming experience with collision-specific sounds. Adjust the volume individually for each effect.



```
# 음악 효과 로드  
(variables) hit_traffic_light_sound: Sound  
# 상대 경로로 변경  
hit_traffic_light_sound = pygame.mixer.Sound(os.path.join(base_folder, "422051_inspectorj_car-alarm-distant-a.wav"))  
hit_mother_and_child_sound = pygame.mixer.Sound(os.path.join(base_folder, "132106_sironboy_woman-scream.wav"))  
hit_banana_sound = pygame.mixer.Sound(os.path.join(base_folder, "95646_matrixxx_retro-slipping.wav"))  
hit_car_sound = pygame.mixer.Sound(os.path.join(base_folder,
```

```
der, "422051_inspectorj_car-alarm-distant-a.wav"))  
folder, "132106_sironboy_woman-scream.wav"))  
95646_matrixxx_retro-slipping.wav"))  
88_magnuswaker_car-crash-with-glass.wav"))
```

[https://youtu.be/98qc41xwX6k?si=HIW8v8z6My8\\_wuww](https://youtu.be/98qc41xwX6k?si=HIW8v8z6My8_wuww)

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# 4. Game Play

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# 5. Future Enhancements

- 1. Dynamic Score Display:** Enhance visual feedback and urgency when the score drops, with prominent, shaking red displays.
- 2. Obstacle Variety:** Introduce obstacles from both sides, diversifying gameplay patterns.
- 3. Road Diversification:** Expand road layouts with diagonal, left, and right turns for unexpected challenges.
- 4. Multiplayer Mode:** Enable simultaneous gameplay for multiple users, adding competitiveness or cooperation.
- 5. Alternate Commute Versions:** Explore diverse commuting scenarios beyond rush hour for varied experiences.
- 6. NFT Monetization Model:** Investigate integrating NFTs for unique in-game assets, allowing trading and monetization.



# QnA

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Thank you for listening

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