1) <u>Name of the game:</u>

Battlecars by Alex Weninger and Gadfrey Balacy

2) <u>Screenshot:</u>

3) Compiling and running:

To compile, run the compile.bat file provided

To run single player, run the run.bat file provided

To run multiplayer, one player must first run the serverRun.bat file provided, then both players must edit the run.bat files to run on the specified IP address. Then, both players must run their respective run.bat files
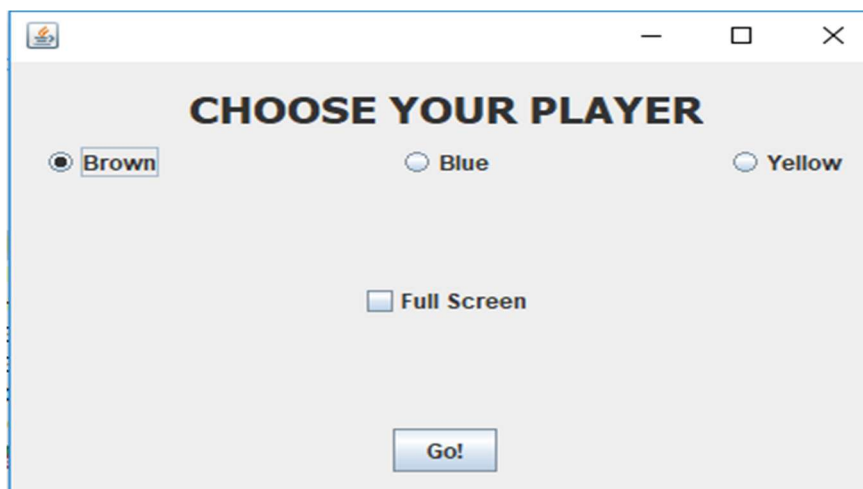
4) Special requirements:

This game requires a keyboard to play

5) How to play:

You play as a super-powered car capable of firing high-caliber, military-grade ballistic missiles which were totally obtained legally™

First, select the color you want your car to be:

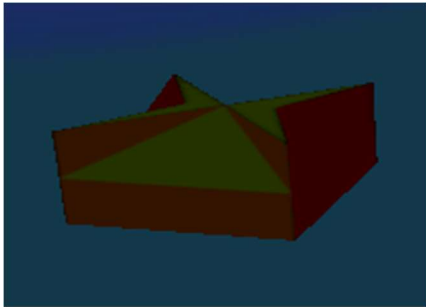You can choose from Brown, Blue, or Yellow

It's a free-for-all! Try to destroy everyone who isn't you! First player to run out of lives loses!

Ammo:

Unfortunately, your ammo isn't infinite…

Run over an ammo pack to restock!

Bomber:

Hey, you're not alone on the battlefield!

Watch out for the bomber…his attacks tend to hurt!

6) Controls:

W – Move car forward

A – Turn left

S – Reverse

D – Turn right

Up arrow – Zoom in camera

Left arrow – Rotate camera left

Down arrow – Zoom out camera

Right arrow – Rotate camera right

Space – Fire missiles

P – Toggle visibility

7) Scripting:

You can use scripting to control the car's texture! In the "scripts" folder, place a Javascript file with the following:

var texture = "path_to_texture";

This texture will only appear to you, however, so you can't show off.

8) Genre, Theme, Dimensionality, Activities

Genre: Shooter

Theme: Modern

Dimensionality: 2D

Activities: Driving Vehicles, Combat

9) Requirements list:

External models: Several models are hand-built, such as the ammo packs and the cars. Numerous textures are also hand-built

Networked multiplayer: The game is capable of being run on the Athena network and as a single-player game. Players can choose between 3 skins, plus custom client-side avatars

Scripting: Javascript can be used to modify client-side textures of the player avatars

Skybox and Terrain: Terrain and a skybox are present

Lights: No general ambient light is used. A dim sun is constantly on, and a visibility light can be toggled on and off using the 'P' key

3D sound: Sounds have been used for a variety of actions, including driving, shooting, and reloading. The reloading sound is custom-built.

HUD: A HUD alerts the player to the amount of lives remaining, the number of missiles remaining, and the number of points scored by shooting players

Hierarchical SceneGraph: The missile objects are children of the car objects

NPCs: There is a single, hostile-to-all NPC that flies around the screen, dropping bombs on players.

Physics: Physics and collision are included

FSEM: Fullscreen can be selected upon launching the game

Camera Control: An orbit camera can be controlled with the directional pad

10) Failed to get working:

Animation: We encountered several problems with animation. Animations were created in Blender for the car's turn action, but failed to render in RAGE.

11) Above and Beyond:
    N/A

12) & 13) Custom models, sounds, and textures:

Car model (Gadfrey)   Reload sound (Alex)

Ammo pack model (Alex)   Heightmap (Gadfrey)

Ammo pack texture (Alex)   Terrain texture (Gadfrey)

14) <u>Permission to use open-source items:</u>

Model and texture credit: Asset Forge

```
     All blocks (model files) included with Asset Forge are CC0
licensed (see below).

     Included blocks may be used in creations and exported to any
format.


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     License (Creative Commons Zero, CC0)

     http://creativecommons.org/publicdomain/zero/1.0/



     You may use these models/creations/blocks in personal and
commercial projects.

     Credit (Asset Forge or www.assetforge.io) would be nice but is
not mandatory.
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overviewterraintexture.png

spstob_1.png

carmkrtexture.png

shuttle.obj

planeone.obj

Sounds credit: freesounds.org

carengine.wav

carmoving.wav

missilesound.wav

15) <u>Tested lab machines:</u>

Metroid   Metalslug