Project CheckPoint01

Team Name: ZEI

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Project description:

Our game will be called XRace, XRace is a racing and obstacle game, the main character will be a robot that has to run until he reaches the finish line but on the way he will come across several obstacles that he has to overcome. to make the game more interesting we decided to add small planets in the in the ground or in the air of the circuit so the character need to jump to collect it , these planets will have to be collected by the character and will be counted to add a score to the player. the map where this game will be played will be in a futuristic environment, we want to give the players the feeling that they are on a planet and it is something that mixes very well with the character who is a robot, the obstacles will be aliens or things that go according to the concept of the game.

Plan: for this project our plan is to work one aspect of the game per week , for this project we will need to the map , the character , the obstacles , the planets , also the movement of the objects , the animation , add counter for the items collect it , logic of the game , etc. for the checkpoint 2 we will try to finish the map , the character and the obstacles of the game.