# Voorkant Titel

Screenshots

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# Team

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# Introduction

This report gives some insight on the game **BlaBLa**. The game was an assignment for the minor project EWI3620TU. A course we follow for our minor “Software Ontwerpen en Toepassen”.

Our game is a fast, unpredictable and highly competitive 4 player 3D racing game. Players will race in 4 different mini games, randomly chosen. In the mini games there is a variety of ways to get points. The player with most points at the end of the mini game is the winner. If two or more players have equal amount of points at the end of the mini game, than they are both winners. The winner or winners of the mini game get a point, first player to get 3 points wins the game.

# Target Audience

The intended audience for this game is primarily casual gamers who like playing racing games with friends since the game can only be played using LAN multiplayer. But we think other gamers will also find this game a lot of fun thanks to the mini games.

# Platform & Controls

This game will be made for the PC. The controls will be on the keyboard and it is also possible to use the mouse for shooting.

|  |  |
| --- | --- |
| Control | Purpose |
| Horizontal arrow keys | Turning |
| Keys A and D | Turning |
| Vertical arrow keys | Acceleration |
| Keys W and S | Acceleration |
| Space bar | Brake |
| Ctrl | Shooting |
| Left mouse button | Shooting |
| Backspace | Skip level tour |
| Esc | Pause |
| Key R | Reset car position |

# Story and setting of the game

At the start of the game the 4 players and their cars are dropped inside an arena somewhere on earth. They will battle against each other in mini games. There are 4 types of mini games. If a player wins 3 mini games the game is ended and he is the winner. If a player wins a mini game he receives an overall point. All mini games have a time limit of 2 minutes. Next, the 4 mini games will be explained.

## Race mode

The purpose of this mini game is to race as fast as you can to a checkpoint. The checkpoints will be generated with a genetic algorithm. The checkpoints disappears when all players minus one have reached it. If this does not happen fast enough the checkpoint will also disappear after 30 seconds. The amount of points received for reaching a checkpoint depends on the quantity of players. The last player will always get zero points. Beneath there is a table with points received. The mini game ends when a player has 10 points. This player will get 1 overall point.

|  |  |
| --- | --- |
| Finished | Points received |
| First | Quantity of players - 1 |
| Second | Quantity of players - 2 |
| Third | Quantity of players - 3 |
| Fourth | 0 |
| Last | 0 |

## Race to the top mode

When this mini game starts a tower of planes connected by ramps is randomly generated. On top of this tower a checkpoint is initialized. The first player to reach this checkpoint wins the mini game and receives 1 overall point. This mini game has a time limit, when this is reached the mini game ends and the player that has been on the highest flour wins.

## Zombie mode

During this mini game more and more zombies will be generated. The goal is to kill as many zombies as possible. There is a time limit to this mini game. When the time limit is reached the player with most kills wins the mini game, and receives 1 overall point.

## Tron mode

In the tron mode all players have a line following them, this line will work as an barrier for all the players of the game. When a player touches this line, he is dead. If all players except one are dead, the mini game ends and the remaining player gets 1 overall point. If the time limit is reached all remaining players receive 1 overall point.

# Technical components

# Code quality

# Art

# Process

# Conclusion