

Individual 2D Project “One-Pager”

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Title: Reckless Driving

Overview of gameplay:

The player will control a car that has to dodge cars on the highway. If the car hits another car it will cause the game to be over. The further that the car travels the more points that the player will get. The game will speed up over time so that it increases in difficulty. The cars that will act as obstacles should randomly spawn in the game.

Controls:

The player will control the car with either WASD or the arrow keys.

Art assets needed:

I will need a car sprite for the player-controlled car. I will also need different car sprites for the npc cars, as well as a background. I want to add an explosion for when the car hits an obstacle and gets a game over.

Audio assets needed:

I want to add an explosion sound for when the car hits an obstacle and gets a game over.

Game Flow:

The game will be loaded on a start screen. When the player selects the start option the game will start with a car travelling down the highway and the “enemy” cars will start to spawn in. The goal of the player will be to increase the score so that it can become the new high score. When the player crashes the car the game will be over and a game over screen will appear with the options to go back to the start screen or the option to restart the game as well as displaying the current score for that run and the current highscore.

Challenges that I see in creating the game:

I feel like at this point making any game will be challenging due to my lack of experience. But I am not sure on the specific challenges that I might face with this game, but I tried to choose something that I feel isn't over ambitious.