**- Requirements and Analyses: Project Proposal -**

# Retro Racers Reloaded

**Version:** 0.1

| Project name | Retro Racers Reloaded | |
|---|---|---|
| Project leader | Weinberger David | |
| Responsible | Executive | |
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## Further Product Information

| | |
|---|---|
| **Participating** | Jany Elias |
| **Creation** | Initial Extern |

## Change Listing

| | Change | | Changed Chapters | Description of changes | Author | State |
|---|---|---|---|---|---|---|
| **No** | **Date** | **Version** | | | | |
| 1 | | 0.1 | all | Initial product creation | | |

## Test Listing

The following table shows an overview of all tests – both self-tests as well as tests by independed quality assurance – for the present document.

| Date | Tested Version | Notes | Inspector | New Product Status |
|---|---|---|---|---|
| | | | | |

# CONTENT

# 1    INTRODUCTION

Today there a many race games, but there is only a very small amount of games left, which have an offline multiplayer or with a retro theme. The retro theme is really hyped today, some well-known manufacturers like "Nintendo", produce again products like the "Mini NES" and so a retro race game which has some specs of today, should be also hyped like other retro games today. It also will stay updated, not as the games from 1990. And most of the retro games won't run on the newer OS like Windows 10. So we like to introduce the Project "Retro Racers Reloaded". It will bring back some of the old memories in our minds. Remember back to one of the first race games, this was such a fun to play together on one PC. Today no games like this are still alive and most of the old games won't run any further on devices of today.

On the following sites are some aspects why you should invest in our project.

## 2    INITIAL SITUATION

Nowadays competition games are mainly online multiplayer games. More often than not such games need a rather high bandwidth. This limits the use of these games to places with a very good internet coverage.

Even with a very well-established internet coverage as we have today in most modern countries there are many situations where people are not able to access any network. If we consider situations like train rides, travels in aircrafts,etc.

This suggests the re-coil of a game type being popular back in the 90s, multiplayer games controlled by all participants on one PC.

 Games Like "Micro Machines 2: Turbo Tournament" and "Ivan Ironman Stewart's Super Off Road" are some competitor of this project, but the problem of these games is, that they are outdated. These games were developed in the 1990s and mostly played on game consoles like "Sega".

These games are not similar, but have some features, which are likely like in this project. The "Micro Machines 2: Turbo Tournament" has the same view, but it is not runnable on Windows 10. It's possible to run the game online on a website, which uses flash player (unsafe) and there are a lot of bugs.

"Ivan Ironman Stewart's Supper Off Road" also has some issues with the new Windows OS because it is produced for "DOS" and other OS like this, but today nobody uses these OS anymore.

That's why "Retro Racers Reloaded" is born. It should be possible to play Retro games on a New OS like Windows 10. And it should be compatible with the next upcoming Windows OS.

# 3    GENERAL CONDITIONS AND CONSTRAINTS

- To keep the impression of a retro game the game will be developed as a 2D game. So, there is no issue of hardware lags. To get a high number of players (buyers).

- To maximize the number of concurrent players the whole game scene shall be displayed on one screen. If the games would user Split screen multiplayer, it would be limited for 4 players to play. This is why it will be displayed all on one display, so it is only limited by the keys on the keyboard.

- The game will be working without the need of any network connection. The game will storage the lap times locally on the devices, where it will be played. If there is any chance of getting a network connection, there will be an online rank list. Where all players with network connection can compare against.

- Not all gamers on this earth speak the same language, so to get a high amount of players, the game will be in some different languages like German and English. If it's possible to get a good translate to other languages like Chinese, as target to get some new players.

- Windows would be the main operating system, because more people which play games on Pc use windows rather than linux or mac os. There is also a bigger support for games on Windows rather than linux or mac os.

# 4    PROJECT OBJECTIVES AND SYSTEM CONCEPTS

- Shop System (more details at the next page).

- A selection of Cars and Maps. The Cars will all have the same features, like speed and traction. But it's another skin on each. But there are different prices for cars and some special cars which can received on days like New Year or will special promo keys, but for the special cars an active network connection is needed. The maps are sorted of the difficulty of the map, the easiest map is the cheapest and has the shortest lap time.

- Offline Multiplayer. The game allows to play against other people on one Pc. Only a Pc, a monitor and a Keyboard is required, for the offline Multiplayer. There it should be possible to play with 2 to 6 players. I would be possible to play with more player than 6, but then there will be some issues with the key assignment. If there's a solution on the marked, it will be possible to play with up to 8 players.

- Single player vs time. The player round time will be counted and then they can compare it on a wall of fame. For every round the player drives in single player, the player will get an amount of

- For each player a time will be stored. It will be store with Name, Time and the current date. After the race it is possible to compare it in the wall of fame. The date is there, because a player can be more often listed then once and so everybody knows if this lap-time was from the last race or from another day. It can be restored to a default.

# Shop System



Main Page:

The Main Page we have two buttons to the two categories (cars, maps).
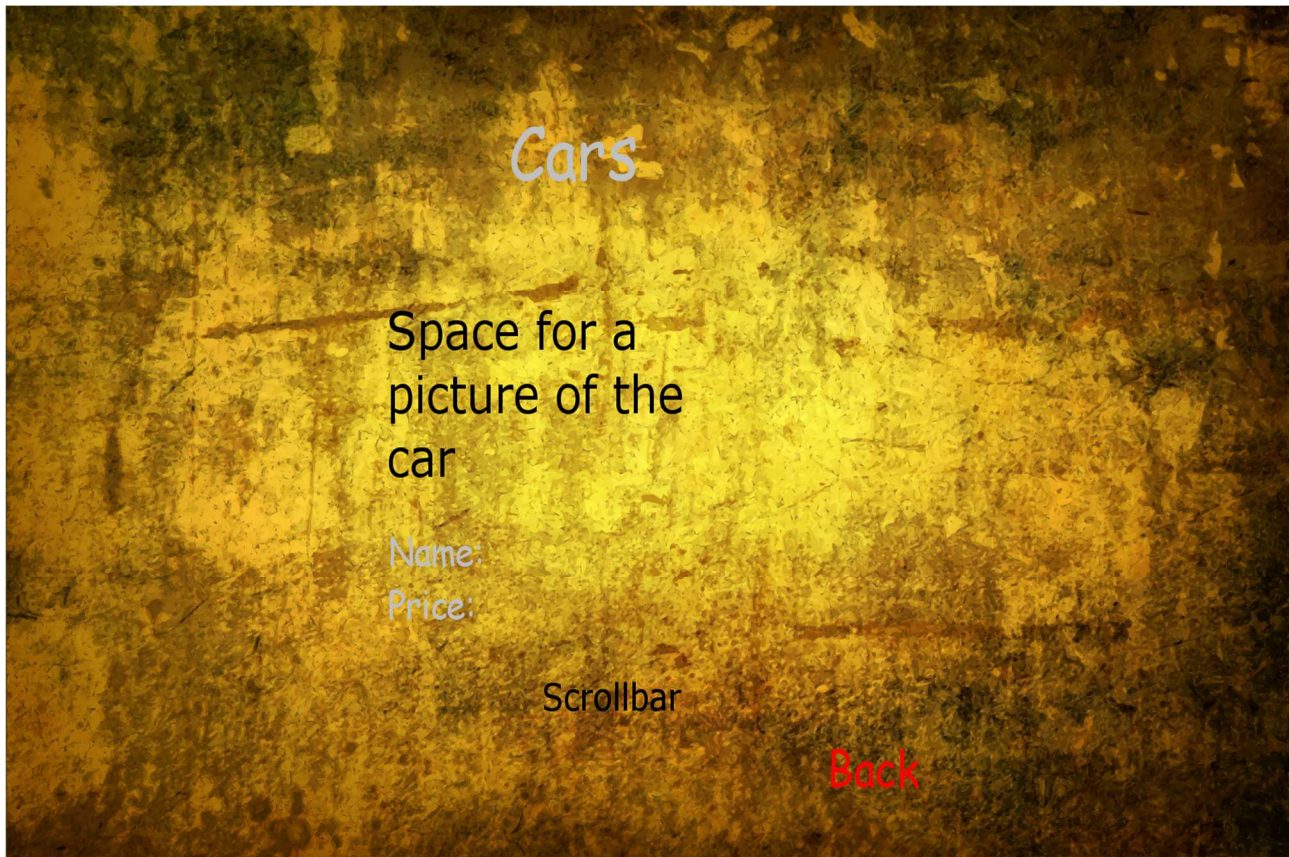
The game money is "Schilling".

Maps Page:



In the Maps Page, we can see a picture of the map, the map name, the normal playtime of one round and the price. We can switch to other maps with the scrollbar and can go back to the Main Page with the Back button.

Cars Page:



In the Cars Page, we can see a picture of the car, the car name and the price. We can switch to other cars with the scrollbar and can go back to the Main Page with the Back button.

# 5   OPPORTUNITIES AND RISKS

Opportunities of the organization/persons who let you do the project! What can we win, if you implement this game?

> The project can be in profitable in some kind of aspects. It could be sold on a platform like steam or something like that. Where profit will made with the selling of this game and maybe some in game.

> The other way would be advertisements, it could be possible to take a small advertisement on the bottom of the game, so the game would make money with this.

> The investor will get an amount of the money we would collect with one of the 2 ways.

Risks for the project. Risks for the investor, technical risks (feasibility):

> There are not only good things on this project, because everyone today plays 3D games. So 3D games are more popular today, maybe we think more people would buy it as it will be.

> So the game would not be as profitable as hoped and maybe the game won't make any amount of money we would like to.

# 6    PLANNING

| October 24, 2017 | Project Start |
|---|---|
| November 16, 2017 | Technical feasibility clarified |
| December 14, 2017 | Requirements are fixed / Start of implementation |
| January 18, 2018 | First Prototype available (One level, one player) |
| March 08, 2018 | Multiplayer possible |
| April 05, 2018 | Levels finished |
| April 26, 2018 | All maps and cars available |
| May 17, 2018 | Shop-system |
| June 21, 2018 | Final release |

Later maybe there's a need of a server, for a Database. This will needed for comparing to other players.

There's also a beta planed, where some guys can test the game and search for bugs in it, so we can patch them out of the game.

# 7    LIST OF ABBREVIATIONS

| Abbreviation | Explanation |
|---|---|
|  |  |

# 8    LIST OF LITERATURE

# 9      LIST OF FIGURES

# LIST OF FIGURES