Drunk Driving Test
Game Design Document

Jack Chen

Contents

Game Overview

Title: Drunk Driving Test
Platform: PC Standalone
Genre: Top down 2D driving
Rating: (10+)
Target: Casual gamer
Release Date: November 2018
Publisher: Jack Chen
Repo: http://rijeka.sdsu.edu/JackC/CS583F18_2D_Game_Chen_J_DrunkDrivingTest

Drunk Driving Test is a 2D top-down driving game where you drive a car through a basic obstacle course. Cones make up the course and will deduct points should you hit them. You will first perform a regular run-through of the course as a "control", then you will perform the actual "drunk" driving test. Try and get a score of 100 in both.

Platform Requirements

PC STANDALONE
OS: Windows XP+
Graphics: Integrated Graphics+

Synopsis

Driving drunk is no joke. Many people believe that they are unique and capable of driving under the influence, despite the statistics. The Drunk Driving Test will demonstrate to you how different driving sober and driving under the influence can be, even when you are putting all your focus into the activity.

Game Objective

The objective of this game is to reach the end of each level, touching as few cones as possible in the process.

Game Rules

The game takes place in an extremely large and empty parking lot. There is a course made from traffic cones, and you are to traverse the course to the finish area, avoiding the cones, since each touched cone deducts one point from your starting 100. There are invisible boundaries that will prevent you from going as you please. You will be driving a purple car that can go forward, reverse, brake, and turn left and right.

Game Structure

1. Title / Menu Screen
2. Controls
3. Credits
4. Gameplay (Level One and Two)
5. Final Scores Screen

Gameplay

Game Controls (PC)

Accelerate

W

Turn Left   A   S   D   Turn Right

Reverse

Space

Brakes
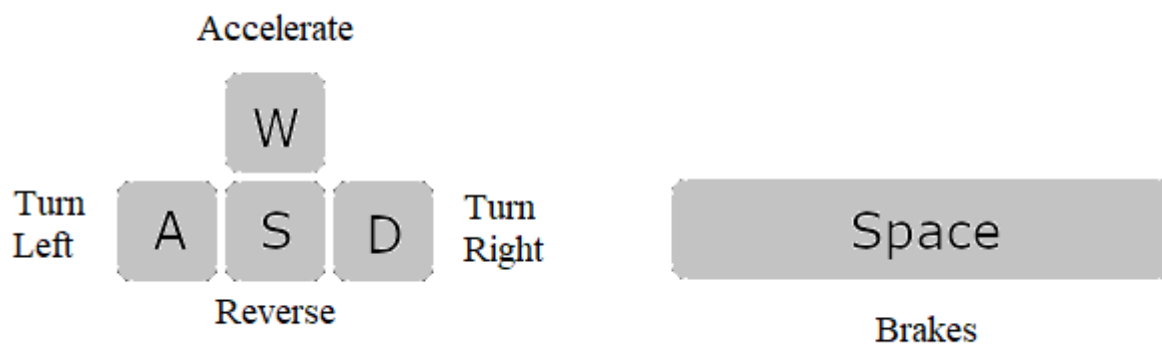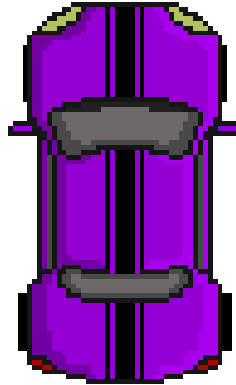
HUD

Exit
    Closes the game client.

Score
    Indicates the score (100 minus the number of cones hit).

Player

Player Character

A purple, brand less, car. Cannot go very fast.

Player Metrics

Max Velocity (Sober): 4

Max Velocity (Drunk): 7

Turning Power (Sober): 3

Turning Power (Drunk): 5

Player States

Idle: The player has a velocity of zero. Like other cars, it shakes.

Move: The player is driving forward. Does not shake noticeably.

Obstacle

The course is made up of numerous orange traffic cones. As this is a top down game, the cones are actually not cone shaped. To help the player know when they hit a cone and lost a point, cones will change color on contact.
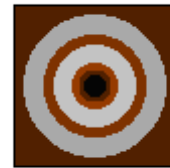
Cone States

Untouched: The state of the cones on level start. Orange and white.

Touched: Cones that have already deducted points from the player. Darker in color.

Sources

Car – Jack Chen

Cones – Jack Chen

Splash Arts – Jack Chen

Button Arts – Jack Chen

Level Design – Jack Chen

All Scripts – Jack Chen

Sound Effects – Unity Asset Store

Wishlist

- Add a "seeing double" effect to the "drunk" stage.
- Split the "drunk" stage into multiple stages, each one adding more "drunk" effects.
- Add delayed accelerating and braking.
- Smoother looking menu and buttons.
- Nicer splash art pages.
- Create different courses.