FrameD – a single player space racing game

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Description

FrameD is a fast-paced space racing game for the quick handed. The player must fly the spaceship inside the moving frames for as long as possible. The action gets more tense as time moves on, as the frames get smaller and the spaceship moves ever faster. Only the most capable players survive the breakneck pace when the frames turn red!

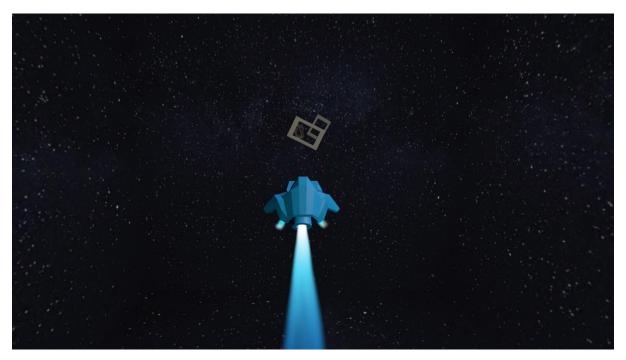


Figure 1: FrameD when the game starts

Tools

The game itself was designed and produced in Unity, and the spaceship was modelled in Blender. No external assets were used in the game - only custom modelled objects are featured.

In-Game Characteristics

As the player flies the spaceship, the frames and nearby space objects (planets, asteroids) are procedurally generated in random patterns. The frames are rotating and their dimensions are changed randomly as they are generated, and the gameplay speeds up as time goes on.

To indicate the increasing hardness, the frames turn from a gray to a dim red colour. In this phase of the game the variation of the position and rotation of the frames is large, the frames are relatively small and the gameplay is fast, which makes it all the more difficult to play.

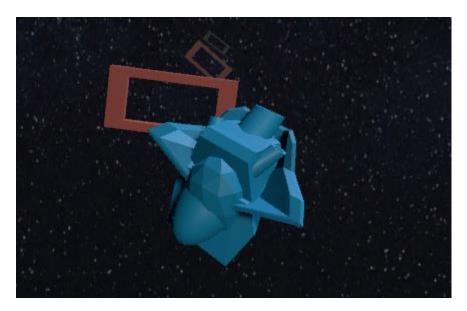


Figure 2: Game over at the beginning of the difficult phase of the game

As the player navigates the spaceship, the object turns in the direction of movement, conveying a more realistic feel to the game.

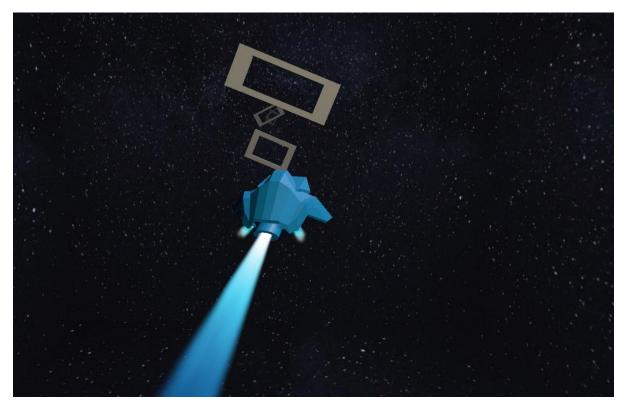


Figure 3: Player panning right

Aside from asteroids, the player can encounter planets of different shapes and sizes during the gameplay. It wouldnt be much fun without them.



Figure 4: A planet!