NIght - Drive

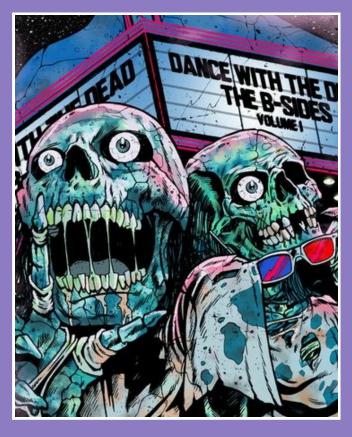
Overview :

For my project I want to create a game similar to retro-racing games, except in 3D. My game will hopefully feature a procedurally generated track that will include some obstacles for the player to avoid. There will hopefully be some kind of music visualisation with the background scenery.

StoryBoard:









Music:

Music will play as a huge inspiration and feature to my project. The music I use for my project will hopefully set the tone. Hopefully this music will also influence some visuals in my game.

Dance with the Dead Artist:

https://open.spotify.com/artist/2KtnZQwMQJN3uyl8eHZRvm

Hotline Miami Soundtrack:

https://open.spotify.com/playlist/4uj6bJgjBtW7r91ognROc7