

# Turtle Race

# Game Purpose

- Objective Goal
  - Having Fun
- Subjective Goal
  - Make your turtle the Lord of Turtles

# Storyline

- Five alien turtles come to Earth, aiming to occupy Earth. The first turtle to reach the last field wins.
- It will rule Earth and be the Lord of Turtles.
- 2 maps:
  - forest mode
  - medieval castle mode





Game Art

# Art Samples

Buttons



Play

Exit

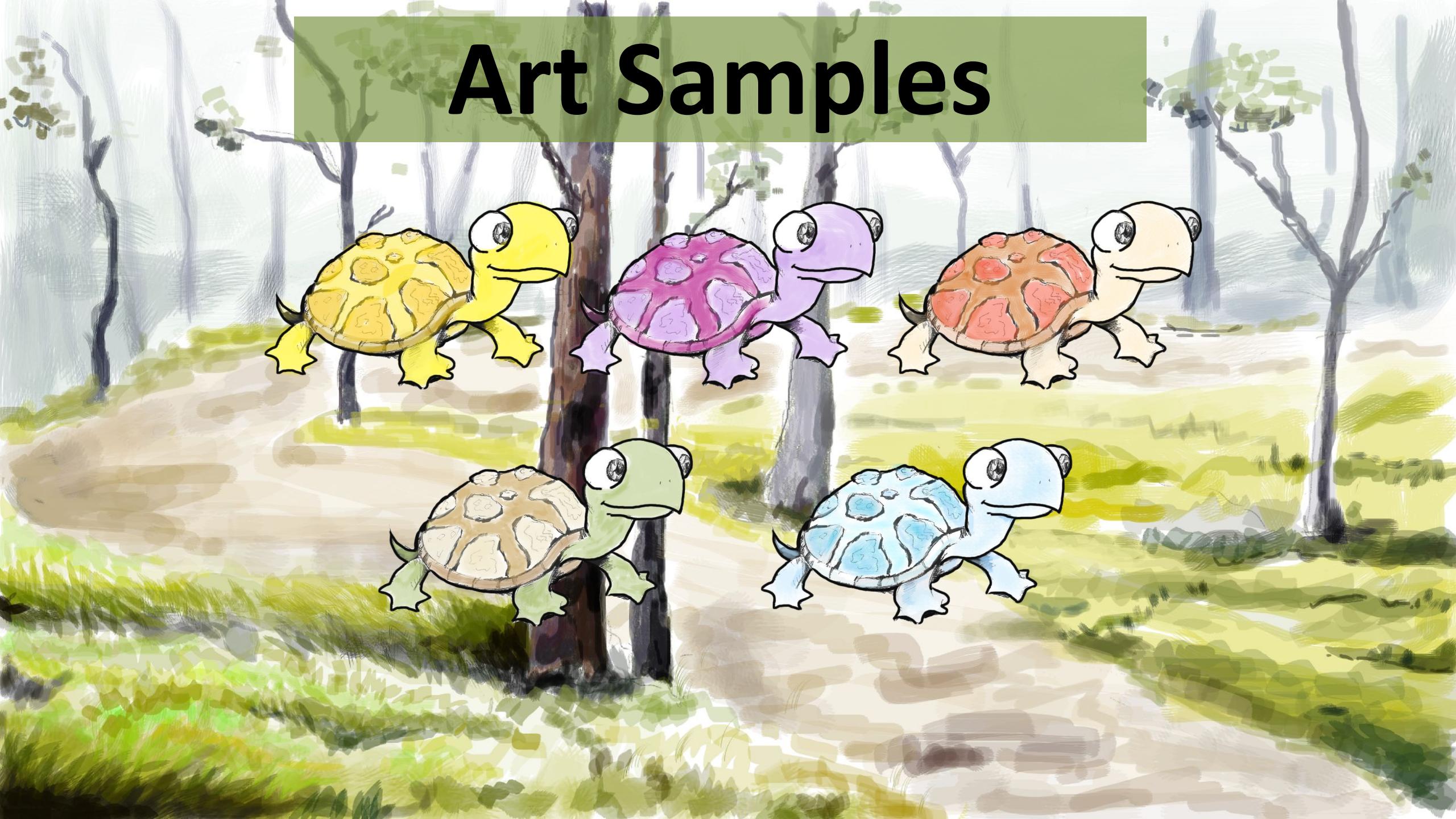
# Art Samples

App Logo

# Art Samples

Flipped Turtle

# Art Samples



# Art Samples

Trap

# Art Samples

BASIC

Red turtle  
moves  
2 step  
forward

BASIC

Green turtle  
moves  
2 step  
backward

Basic Cards

# Art Samples

SPELL

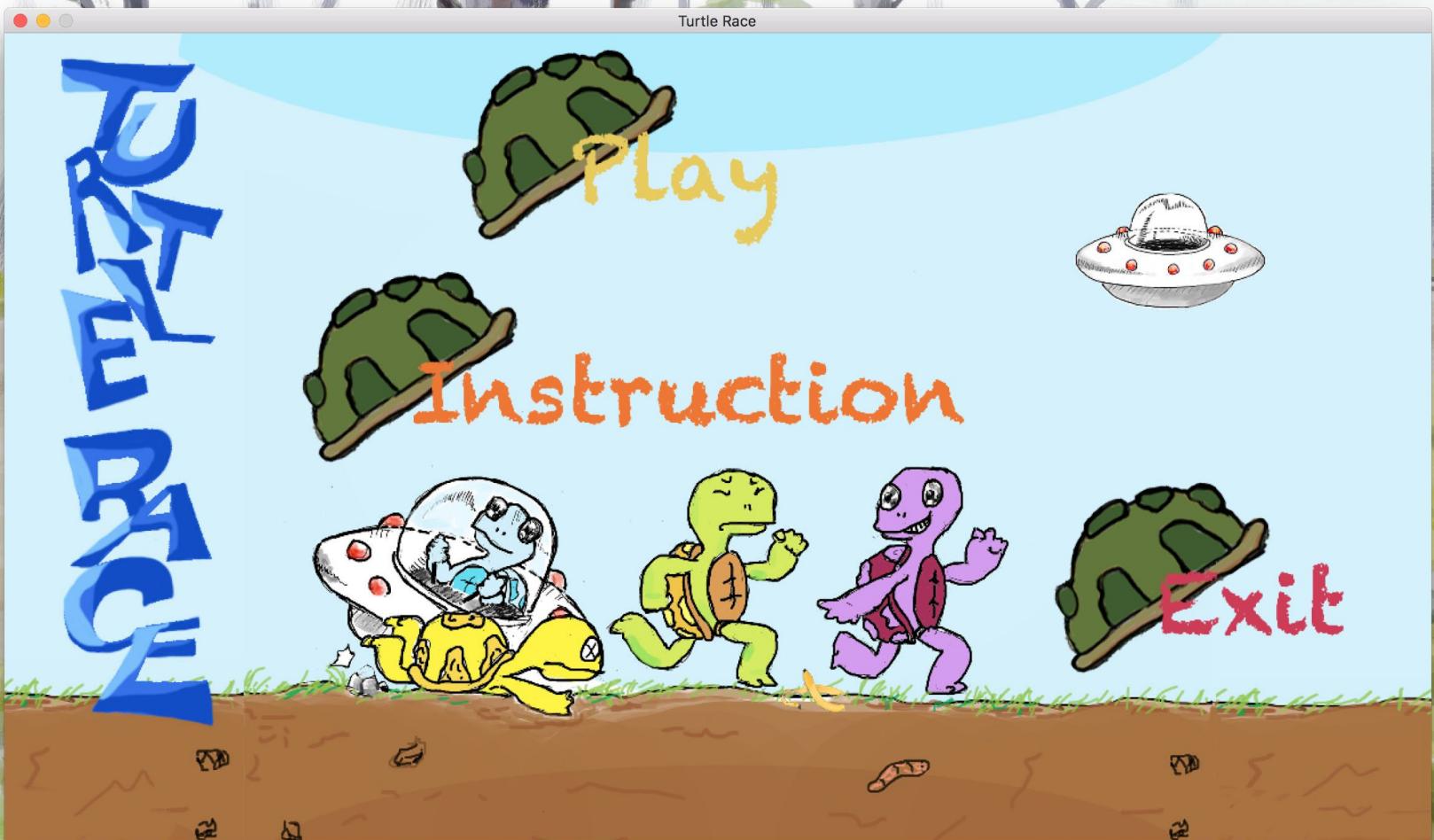
Show the  
position of  
a random  
pitfall

SPELL

Flip  
a  
turtle

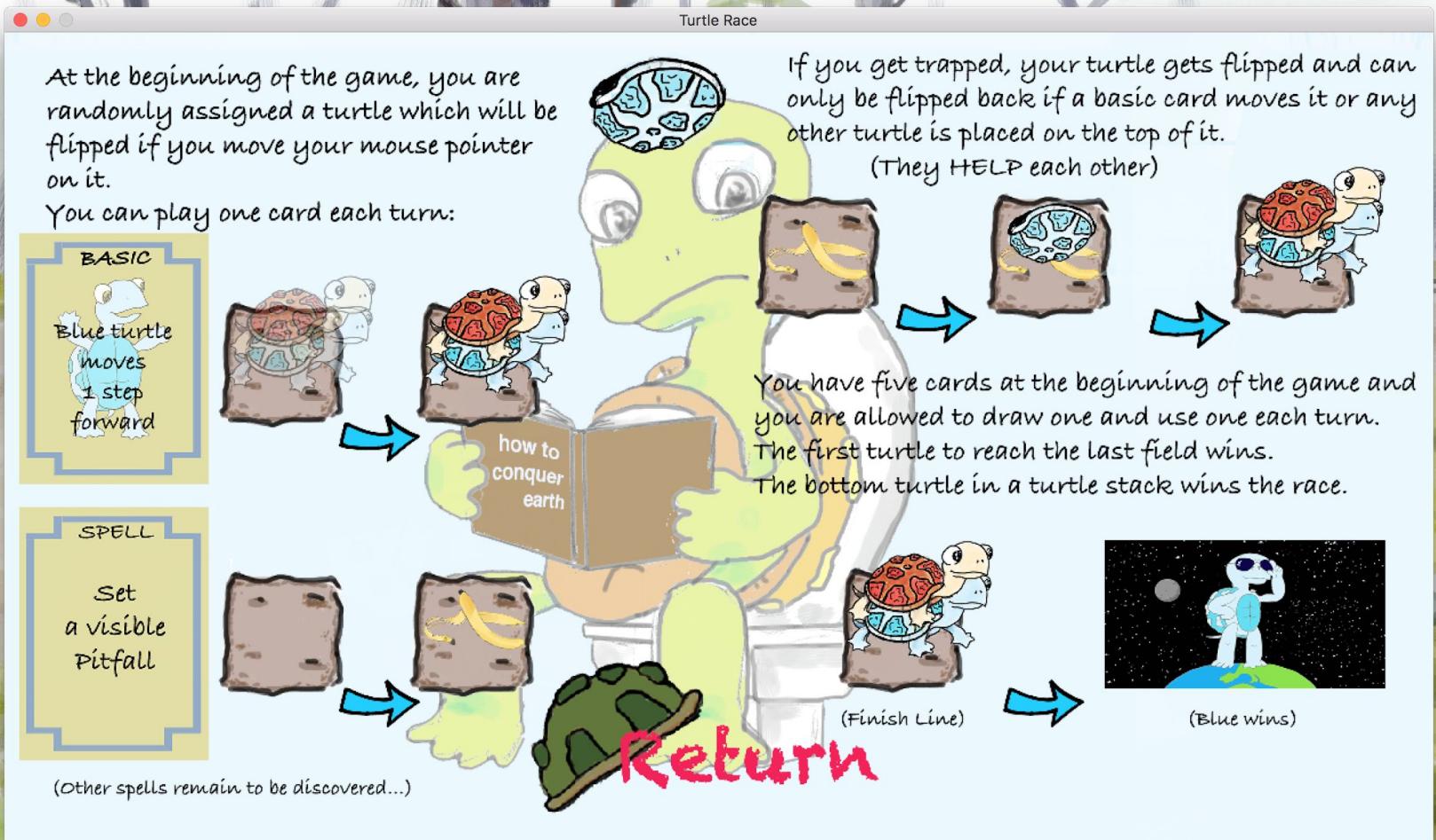
Spell Cards

# Art Samples



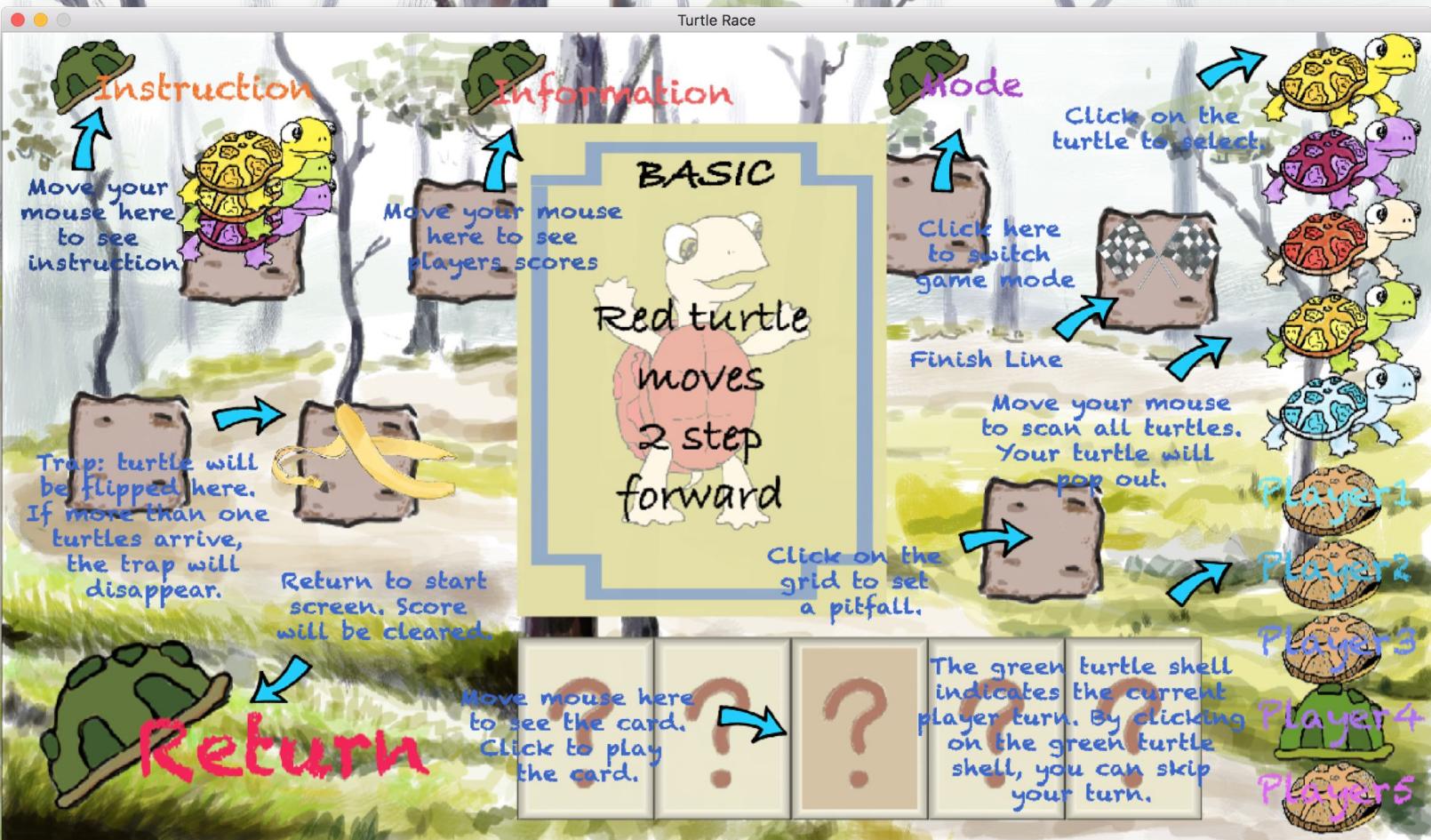
Start Screen

# Art Samples



Instruction Screen

# Art Samples



Tutorial

# Art Samples

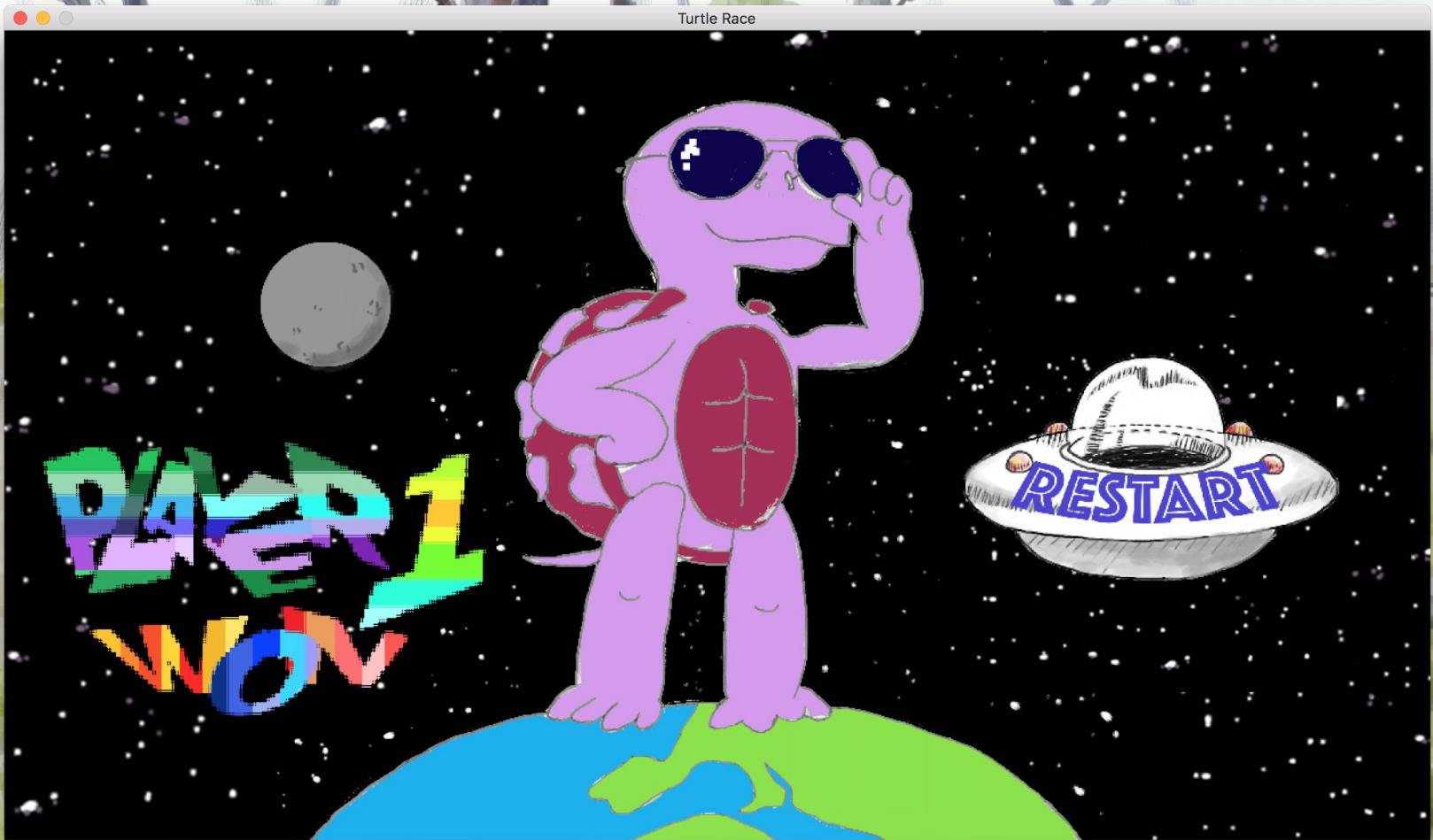


Scoreboard

# Art Samples



# Art Samples



End Screen

# What makes it a game?

- Each player is dealt with a random color that you keep secret. Players compete with one another. The goal is to get that colored turtle to the finish.

# Major Challenges

- Multi-player game
  - Tried to create an interactive client-server system using LCM Package
  - SERVER
- Cards
  - designed our own cards
  - deal with complex logic



**Let's play the Game**