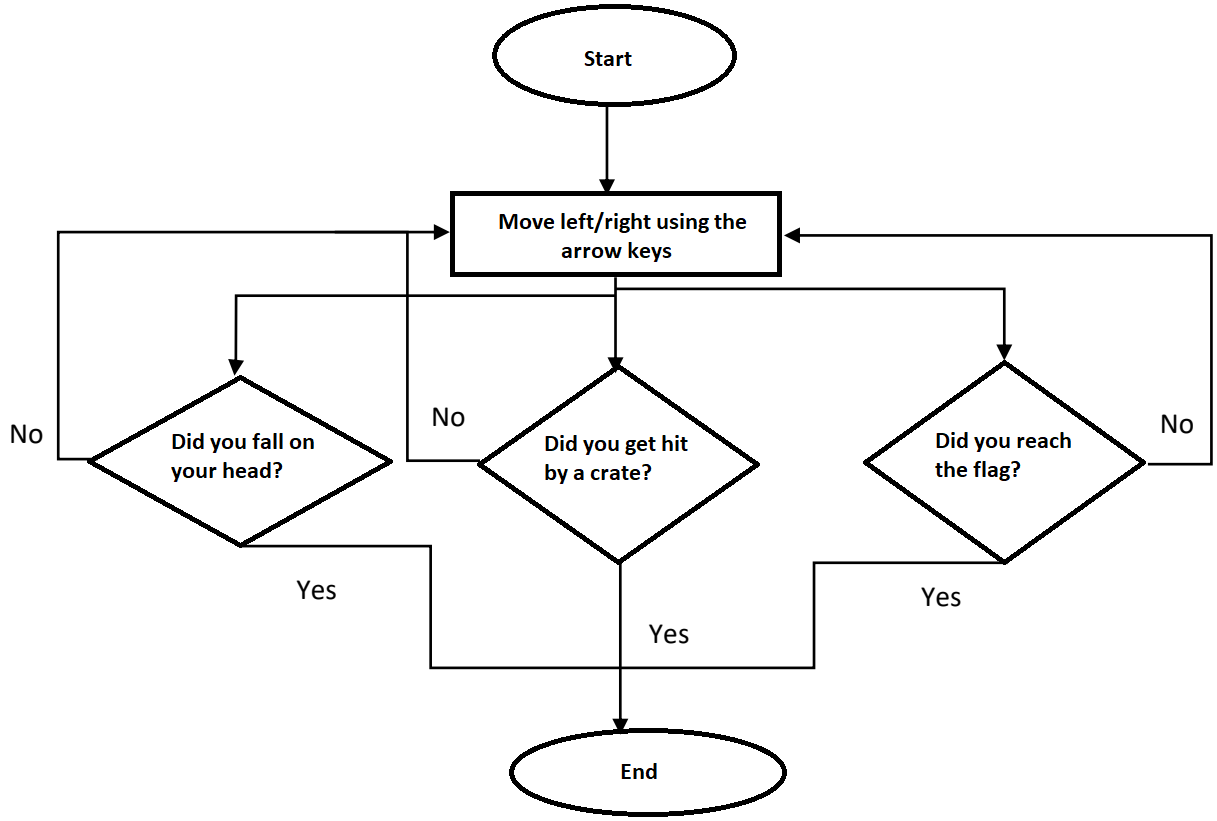
Task 2

Target Device

The game is targeted to be played on a computer or a laptop.

Gameplay Flowcharts



Game Mechanics

The game mechanic of this game is to drive the car from the starting point to the flag.

Game Objectives (if any)

The objective of the game is to get to the flag without dying to win.

Visual Assets

The visual assets used in the game were taken from the tutorial itself. Below are the assets used.

Figure 3 Car

Figure 2 Crate

Figure 1 Flag

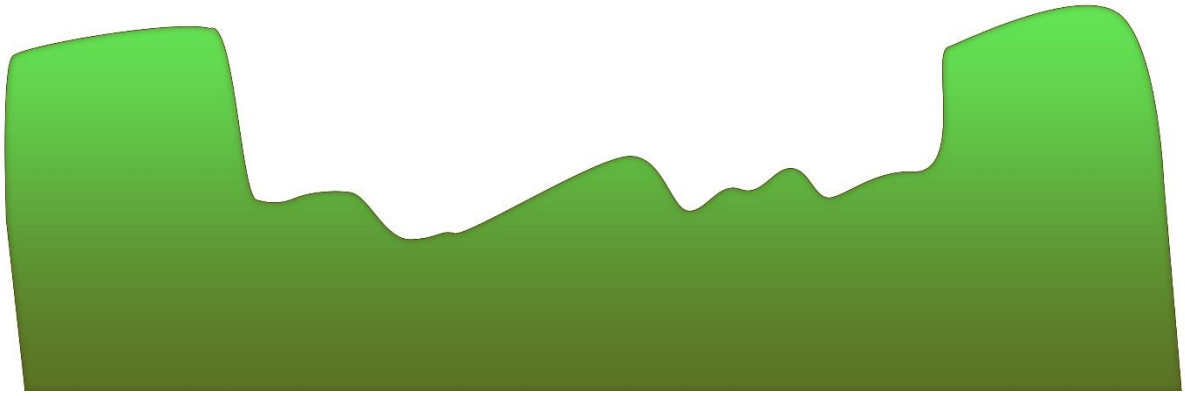


Figure 4 Map

Figure 6 Sky

Figure 5 Wheel

UI Elements

The UI Elements of the game is the point system where whenever the player hits the flag, he scores 10 points.

Game Scenes

This game has only one scene at the moment.