Brainiac Rally

Team ‘Brainiac’

Team members

The team consists of (and their respective usernames in the student system):

* Simon Kazakov – simonkazakov
* Stefan Mihaylov – Hades12
* Tancho Mihov – tancho.mihov
* Georgi Serev – lockheed
* Pavel Purlantov – purlantov
* Stayko Nedev – Zakkgard
* Denislav Dimitrov – yotov\_uktc

About the project

**Used technologies**

* + Unity
  + C#, .NET
  + TFS (Team Foundation Server)

**Brief description**

Team Brainiac developed a stand-alone rally game using Unity (a cross-platform game engine with a built-in IDE, used to develop video games) and extensive C# scripting. All graphic models were created using Photoshop (graphics editing software). The project itself was hosted on CodePlex ([www.codeplex.com](http://www.codeplex.com)).

Brainiac rally is a 2D racing video game, which involves the player in a neck-to-neck rally versus computer controlled enemy racers. As in any other racing game the goal is, well, to cross the finish line first of course!

**Project work plan**

1. Building the tracks and details. Player movement functionality.

- Setting up the project

- Building the race track

- Adding track details

- Creating player prefabs and its movement

- Refining player movement and velocity functionalities

1. Sprite animations and checkpoint system.

- Initial sprite animation script

- Adding time and animation frames

- Finishing sprite animation functionality

- Tying animations to player input

- Setting up non-looping animations

1. Displaying speed. Checkpoints.

- Spawning, respawning and despawning

- Speed display

- Setting up checkpoints

- Displaying current lap

1. Waypoint system creation. Implementation of enemy animations and movement.

- Waypoint system layout

- Enemy movement functionalities

- Creating navigation functions

- Refining enemy movement

- Creating enemy animations

- Enemy animations scripts

1. Intro, outro.

- Menu and submenus

1. Audio management
2. Project documentation

- Adding work items

- Creating basic documentation

TFS repository details

"Brainiac Rally" is hosted on CodePlex, an open source project hosting website. You can find it here: <https://brainiacrally.codeplex.com/>