Final Report

Due 23rd September

Message to Joel, Jacob and Kyle: we can edit the final report over github. I found this useful during the progress report.

JACOB

JOEL

KYLE

Any additions made by use should we marked with the appropriate highlight, that way we know who is responsible for the latest edit. This method of editing will ensure that our report turns out nice and crispy because there will be 6 sets of eyes on it as it progresses. Hope you guys think it’s a good idea!

Abstract

Traditional platform based games still have a soft spot in most gamers hearts and racing games are notoriously fun to play with friends. We combined these two key elements to create a multiplayer, puzzle game based around the mechanics of jumping and moving to avoid traps, and competing with other players to reach the finish line.

Introduction

In order to make a game containing elements from two popular gernres it is important to find elements of each which are cohesive with one another. For example, making a platform based game where the players control cars would create immediate problems because cars in racing games are depicted quite accurately, so making them jump won’t be appealing. We took the avatars you might find in a platformer, increased their speed and added boosting functionality to recreate the element of exhilaration you find in racing games, and added times to each players run through the level. The purpose of using this range of elements is to deliver primarily a fun and lightweight multiplayer game which easily extensible to online gameplay. The initial scope of our project is to deliver a 3d multiplayer game based around the avoidance of traps. There are some aethscthtic considerations made before development. We intended to deliver a game that runs smoothly through each levels, and that there is a sense of continuity as players play through the game levels.