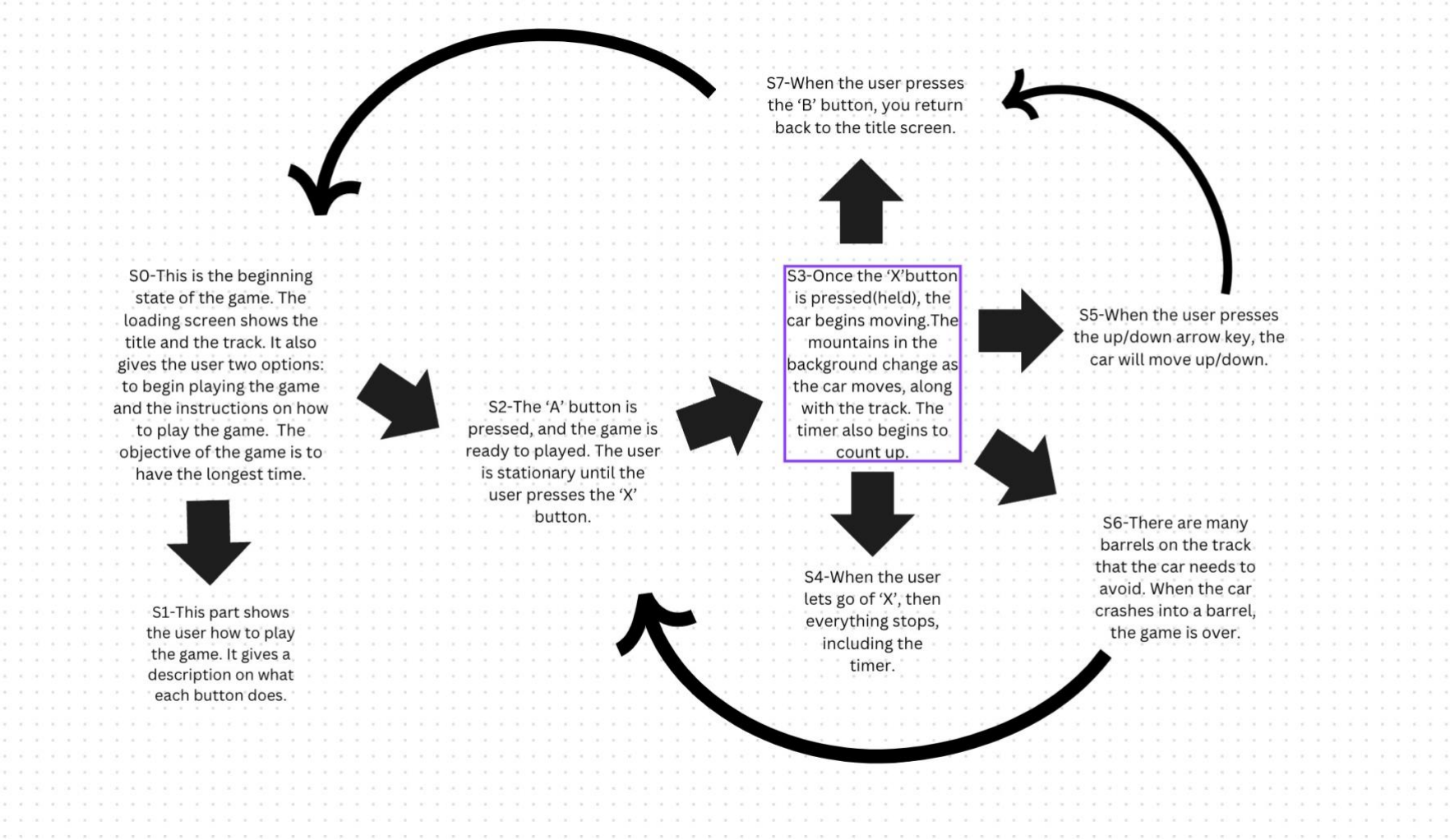
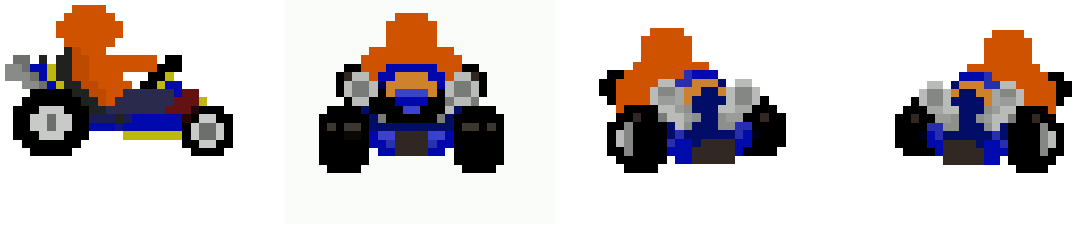
FSM Diagram for group IMV, project name “Boulevard of Broken Dreams”



SPRITES FOR IN GAME

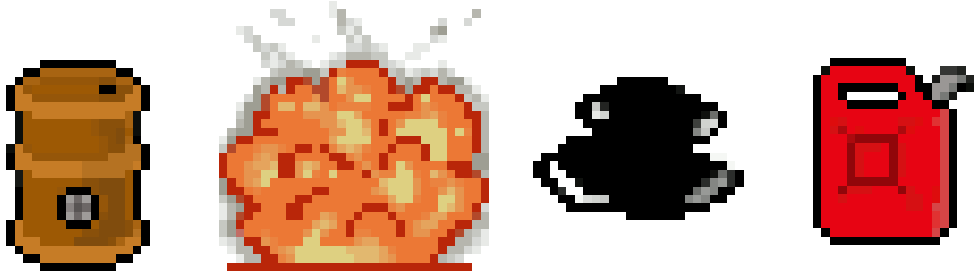
(Car)

Originally, we wanted to implement a more 3-D approach to the racing game but found it was far more difficult than we originally anticipated and instead opted for a side scroller, which was our final design. The first sprite shown is the one we used in our final version of the game, while the other three are the ones originally created for the back-view racing game that hopefully (past this class) can be made.



(Interactives)

These are our interactive elements: a barrel that the car can crash into which prompts an explosion (see image left of barrel) and is the only way to end the game, the oil spill which will slow down the car briefly, and then the gas canister which briefly speeds up the car



MUSIC CREDITING

Gas collision: https://freesound.org/people/jeckkech/sounds/391658/

Collision https://freesound.org/people/Osvoldon/sounds/653294/

Main Menu and how to play Music:
https://modarchive.org/index.php?request=view_by_moduleid&query=102834

End of Game: https://modarchive.org/index.php?request=view_by_moduleid&query=208449