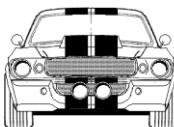
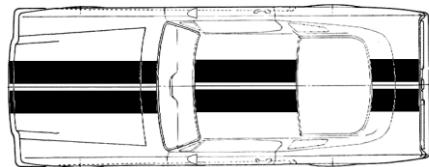
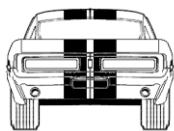
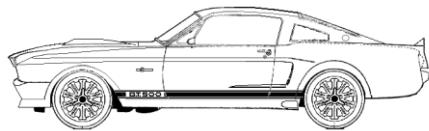
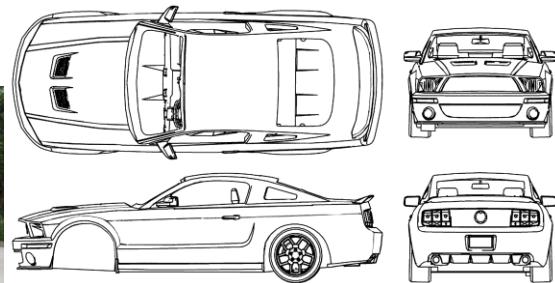


Vehicle Inspiration





As a child, I enjoyed games like Twisted Metal: Small Brawl and Toy Story Racer. The concept of weaponized toy car racing and combat was fascinating to me. I think I would enjoy making a modernized version of this game type. The vehicle I selected was the Shelby GT500 Year 2007. My uncle has this car, and I have fond memories of it. For reference imagery, I looked up pictures.

- RC Toy Cars and arts
- Gameplay screenshots from video game inspirations
- Pictures of the Shelby GT500
- Pictures of weaponized cars
- Pictures of branded cars (this has a lot of potential for texturing)

Environment Inspiration









Constitution Park is located in North London. I have many fond memories of that park – it is because of this I have decided to conceptualize it into a video game level. I took some reference images of it with a camera, and also included some park related images and video game screenshots from Google.