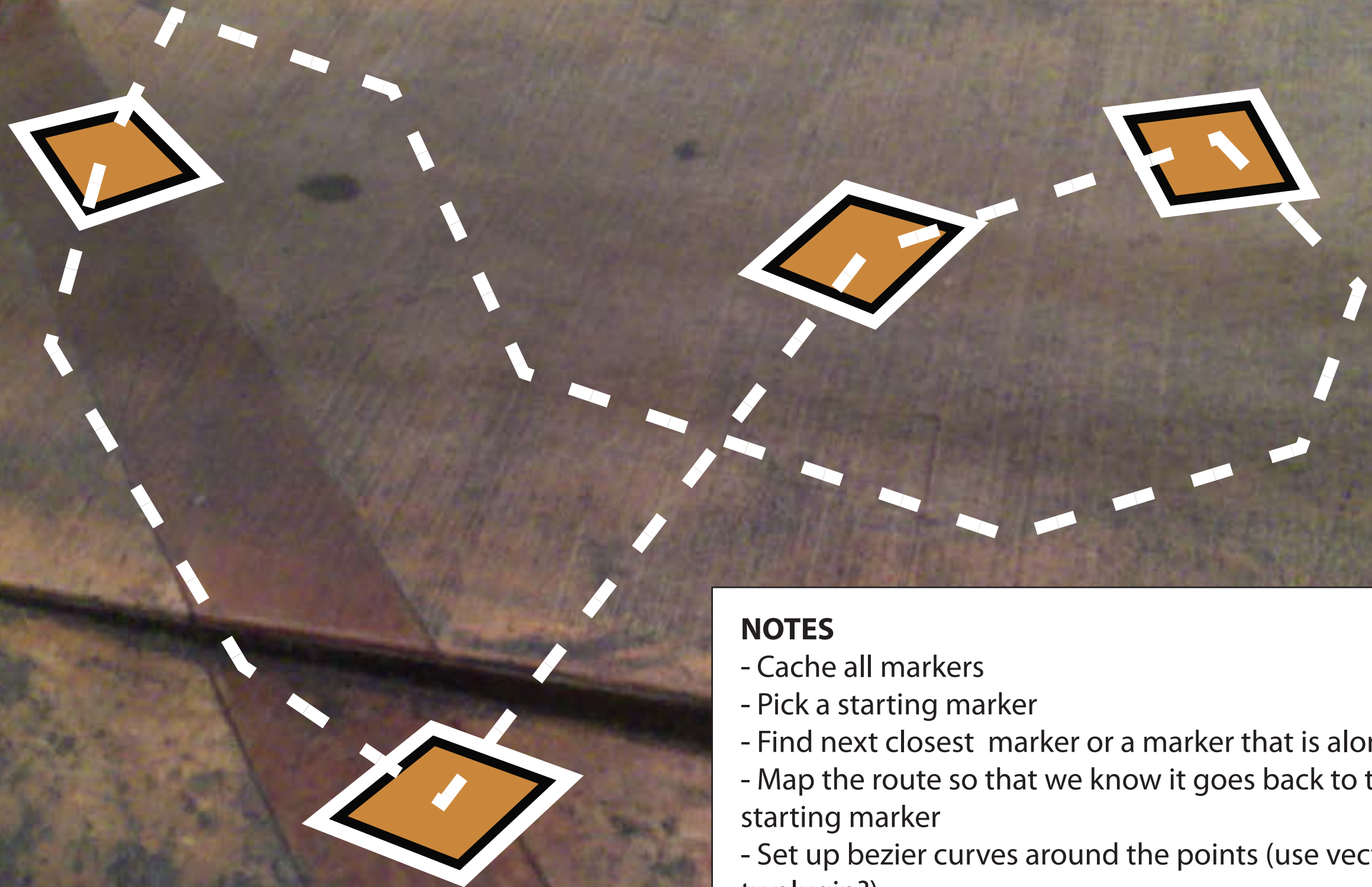


Augmented RC

NOTES

- Record all the coordinates of the markers
- What if two markers end up on top of each other?
- We will probably need to limit the distance at which a marker can be included in the track



NOTES

- Cache all markers
- Pick a starting marker
- Find next closest marker or a marker that is alone?
- Map the route so that we know it goes back to the starting marker
- Set up bezier curves around the points (use vectrosity plugin?)
- Map a mesh around the bezier curve (might be able to use vectrosity for this too)

POSSIBLE PLUGINS

Vectrosity

LeanTween

Prime 31's

GameKit Bluetooth/WiFi
and Voice Chat

NOTES

- What happens when cars go offroad?
- How far can they go?
- If we have time, maybe we could add 'speed ups', like spots that if you drive over them, you speed up.
- Can we do device to device multiplayer?
- We probably shouldn't count on the internet connection, so if we can avoid it, we should.