

Version Description

Group 4/G4RCE Development

4/14/2020

Version Number 1.1.0

Overview

This product is a car racing game that will eventually provide a fun and unique experience to users through granting the users choice and creative power. Specifically, users will be able to choose to control a race care manually, using traditional WASD controls, or to enter their own code that predetermines how a car will move. Additionally, users will be able to create and play on their own tracks. This should make for more interesting and unique gameplay, since focus will move away from traditional competition—based on simple movement of a game stick and the pressing of buttons—to a wits competition—based on the optimization of code—that will never have to end thanks to virtually unlimited user tracks.

Version Description

This is the second release of *G4RCE RACER*. This version provides a very minimal experience to users. Included is a functional main menu, which leads to other menus yet to be fully developed, and a playable race track. Car motion code and track creation are not yet possible. In the menu that follows clicking the track button in the main menu, there are multiple premade tracks displayed. While users can select different tracks, pressing the play button will not yet bring them into the track they chose; instead, they will always be brought into the same one track. Upon entering the race track, users will be able to move around a car using WASD key inputs. Movement is restricted to within the sides of the road, except for where there is a shortcut. A timer feature and lap counter feature are yet to be included, and there is no way to finish a race, so the user will have to make their own fun. Exiting the race requires exiting the game completely through closing the window. The main menu does provide a working quit button that the user can use if not in a race.

Update Details

This updated version of the game improves car motion by making it more realistic. The race car now visibly accelerates and decelerates upon the application and release of keyboard input. The race car also rotates and appears to drift whenever the user attempts to perform a turn, the rotation resulting in the orientation of the race car towards the new direction of motion.