**Junken Drivers**

**Mechanics :-**

Vehicle Movement :- accelerate , brake, turn , drift(later), reverse

**Gameplay:-**

* Selecting items and dropping them on the tracks.
* Dropped Items acts as debris and obstacles, except “hood” it acts as a ramp for the vehicles to jump.
* Collect Collectibles and regain parts.
* Or use pit stops to heal you car(Longer you wait more you heal).

Effects of losing Individual parts:-

* Doors:- Delayed Input for turning left or right.
* Tires:- Lose speed
* Hood:- Use as a ramp
* More to come.

Effects on colliding with dropped parts:-

* Each part will have different colliders(hitboxes), player will lose the part that it collides with. E.g. if you collide with something by your door you lose the door.

**Turbo System:-**

* Boost meter is filled when you perform various activities.
* Get a turbo boost for staying in air/Jumping with ramp(The longer you’re in air, more boost you get).
* Get a boost when you near miss an obstacle on the track.

**Collectibles:-**

* Individual Item Collectibles(tires, doors , etc)
* Random Item Collectible
* Wanky control collectible which reverse the controls.(to be implemented later)