## TABLE OF CONTENT

Table of Contents

1. Introduction

1.1 Overview of the Game

1.2 Objective of the Game

1.3 Target Audience

2. Game Design

2.1 Visual Style and Art Direction

2.2 Level Design

2.3 Tracks and Environments

3. Gameplay Mechanics

3.1 Controls

3.2 Car Physics and Behavior

3.3 Power-Ups and Boosts

3.4 Obstacles and Hazards

4. Game Modes

4.1 Single Player

4.2 Multiplayer

4.3 Time Trials

4.4 Endless Mode

5. Customization and Upgrades

5.1 Car Selection

5.2 Customization Options (Paint, Decals, etc.)

5.3 Performance Upgrades

6. Sound and Music

6.1 Background Music

6.2 Sound Effects

7. Scoring and Leaderboards

7.1 Points System

7.2 Local and Online Leaderboards

8. User Interface

8.1 Main Menu

8.2 HUD (Heads-Up Display)

8.3 Pause Menu and Settings

9. Technical Details

9.1 Development Tools and Platforms

9.2 Performance Optimization

9.3 Compatibility (PC, Mobile, Console)

10. Testing and Quality Assurance

10.1 Bug Tracking

10.2 Playtesting Feedback

10.3 Final Polishing

11. Release and Marketing

11.1 Launch Strategy

11.2 Promotions and Trailers

11.3 Community Engagement

12. Future Updates

12.1 Planned Features

12.2 Post-Launch Support