

Project 3 Proposal

Project: Carltron

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Repo URL: <https://bitbucket.org/shangd7/carltron>

User population: Gamers and Tron fans

The concept behind tron has been an interesting one since the release of the original 1982 Tron movie and gamers are always looking for versions of tron which are more challenging and has added features. Carltron is a version of tron with various features added to make the game more interesting. Tron fans and classic arcade gamers will be the main target population of Carltron.

Description:

Tron is a game based on a grid system/platform. Each player controls a car which is always in constant motion. The car leaves a trail which does not disappear but becomes a solid wall. Players control the cars in all four directions so as to avoid colliding with another player's path, their own path or the walls of the grid. The aim of the game is to force the opponent to collide before you do. This can be done in many ways;

A player has limited chances to jump an opponent's path or their own path so as to avoid collision. Players can also instantaneously increase the speed of their car/bike by using turbo feature, thus creating a longer path in a short period of time and counter cornering their opponent. Each player is given three turbos at the beginning of a game. Players can pick up items that randomly appear on the grid so as to gain an advantage over their opponent. Last but not least we hope players will be able to gain invincibility for a limited time by picking up some of these items. The last man standing wins.

Feature List:

- Support of two players playing at the same time.
- Players can control the car to move in four directions on the grid.
- The car leaves an impassable path while traveling. Paths of different cars are displayed in different colors.
- A car dies on collision with another car, path or wall
- Support of "Best of 5" mode. A scoreboard is displayed on top of the grid.
- Ability to use turbos
- Extra turbos (represented by a dot) are regenerated from time to time and can possibly appear anywhere on the grid. Players pass these dots to gain additional turbos.
- Ability to jump
- Ability to clear grid
- Players can become invulnerable for 5 seconds, but will not leave a path behind.

- An option menu that lets players adjust the general speed of cars.
- 1 player mode with no AI.
- 1 player mode with AI.
- Players are able to adjust the difficulty of AI.