

Part #1

Report

1. Description

The idea is to develop a site that will educate about the notion of sim-racing. The aim is for the information to be presented in a fun and entertaining way, catching the user's attention. I am assuming that most of the users are interested in cars and have the most-basic common knowledge of car handling and car mechanics. The landing page would be a brief introduction and explanation of what is the whole site about. At the end of it, there would be a button that will lead to a page where the storyline is presented.

I am considering making a video with narration telling and presenting the storyline. After that, the user would be staged to make a decision. The first decision would be as a simple test of the understanding of the storyline. If the choice is wrong the game is over and the user would have to start over. Depending on the choice a different short gameplay video would be played until the next decision. The gameplay would correspond to the choice and it will lead to different endings.

The aim is to develop and release a prototype, a small and short decision-making game, which will introduce and educate the user about simple racing techniques. The actual game would be based on gameplay from "Asseto Corsa", a racing simulator that would be the main content producing tool. I would capture and upload the videos to a YouTube Channel, which will host the videos, The videos would be auto play in the site.

Storyline Draft:

It was late summer, I was smoking a cigarette, zoned out thinking about next week's race. The sun was setting. It was unusually quiet for a racetrack... Suddenly I felt the warm wind coming from "Hatzenback", the silence was pierced by 7500rpm from the engine of GT-R R34. It passed beside me with 270km/h, goosebumps, i could not comprehend the life-threatening risk of driving like that, late braking, just on the edge of control, sharp turn right, perfect apex, early on the gas, loose backend and fast corner exit... Who was that guy? I thought.

So, what do you think? - my coach asked me - Can you do it?

Of course, i can! - i said overly-confidently, with fear in the back of my mind.

First things first, "Remember: the car is you; you are the car. Okay? Let's ride!"

2. Background research

My research was based on figuring out what's the best way to release a simple 3D game based on the user's choices in the easiest and most time-efficient way, which is entertaining and educating. I have decided to develop a flowchart that will help me see the bigger picture and come up with interesting endings and storylines. Each decision has points. The aim is to score maximum points. Each mistake leads to a simple lesson, which explains a specific core

concept of race-driving. For now, I'm not sure what technologies I would use, but YouTube would be my "host" as all the part of the game would be short videos and each of them would be played in a certain sequence.

I'm assuming that I would use Javascript for flow control and decision making. The videos would be embedded and autoplayed with simple HTML code. The site would be designed with CSS and HTML. I'm considering using a template.

3. Features

The site design and content would be my focus. I'm aiming to release a site that would look professional, but simple. The site would possibly include:

- Introduction to the Sim-Racing notion

Landing page, explaining what sim racing is, difference between racing game and simulator, introduction to "Asseto Corsa" - sim-racing game.

- Sim Racing Setups

Information about the most common and affordable sim racing stops, how to get into the sim-racing world in the cheapest possible way and main differences between the different classes of sim-racing wheels.

- Racing game

Decision based game, which will be based on Asseto Corsa racing simulator.

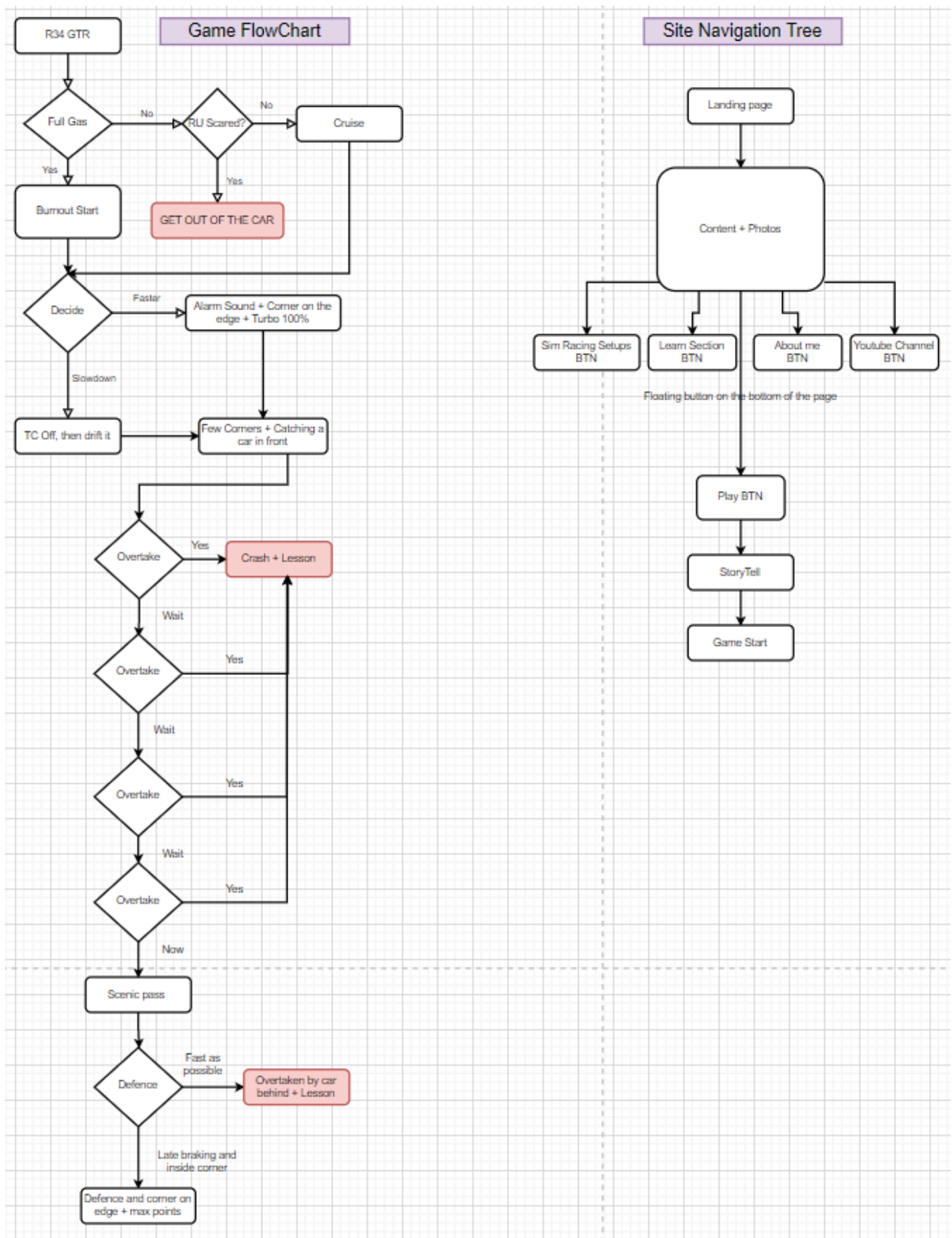
- Learn Section

All the included race driving lessons in one place. Explanations of each technique and examples.

- virtual Nürburgring Nordschleife tours with different cars.

YouTube videos catalogue with different cars on Nordschleife.

4. Flowchart and Navigation Tree



That is a prototype, and it is not the final version of the flowchart. Treat it as an example.

Landing Page would be the main page, which will give most of the information. Im assuming that the user would read some parts of the content presented in the landing page, and there won't be a button play presented in the floating buttons menu, as that would stop the user from reading the introduction, which will play important part in the whole experience.

The play button would be situated at the bottom end of the landing page, and when pressed the new page would load, telling the basic storyline, after that the game would begin.

About me section would represent my racing background, why the site was created and maybe some information about my works as a computing student. Its a possible page, not exactly part of the plan

5. Design idea

(next page)



Cars, Computers and Physics



+ ⓘ It is all a game. An interesting one.

Some would get offended if you call a racing simulator a game, but for the normal person, it's just a game. Asseto Corsa ("Race Setup" from Italian) is developed from Kunos Simulazioni. As it is a racing simulator it's the main emphasis is real-world physics and car handling. It is an attempt to offer as close to the real racing experience with a variety of highly detailed cars and laser scanned tracks. Tyre deformation, brakes temperatures, weather.. it all makes a difference, just as in the real world.



Limitless possibilities

It is a simulation. An interesting one.

From Ferrari 250 GTO 1962 to Mercedes 190E to Lamborghini Aventador, it covers an insane amount of cars. Combining those tracks all over the world, from old classics to current F1 tracks you can explore sometimes the inexorable in the real world. Despite the actual racing, sim-racing a pretty affordable and easy to start.





Beyond the Edge

Finding the limits of each car is a dangerous hobby, but thanks to technology, you can get pretty close. Learning basic mechanical principles and driving techniques was never safer and easier. Experimenting with different car setups, track temperatures or difficult weather is an enjoyable and interesting experience.

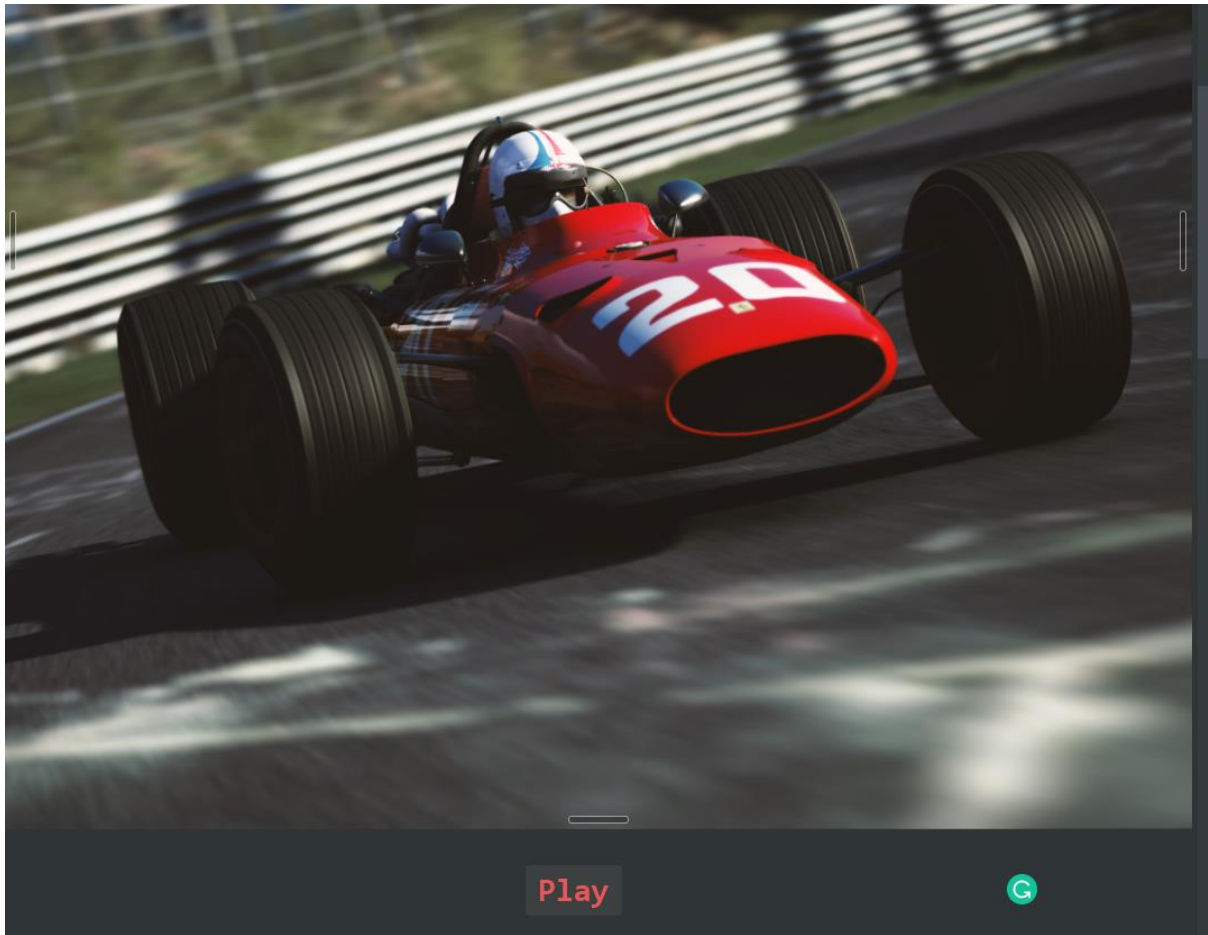


Create, experiment, improve.

You can take it a step further. . As a simulation it's written well and easy to modify, so the modding community behind it is huge. Countless freshly developed cars, tracks and scripts are constantly released and updated.

You are not happy with something? Change it.

The basic unmodded title have pretty boring graphics, but with some tweaks, you can make it look almost photorealistic, pushing the limits of any high-end pc. Texture mods, ray-tracing, local-reflections, volumetric headlights are just some of the additional features you can add easily.



6. User data would be possibly saved as cookies, which will track progress and past scores. Possibly greeting can be included, if the user input his name.

Thank you for your time! I hope you like the idea.