

User Stories

Main menu

Player can choose in a menu to start a new game, continue a game, or quit the game

Vehicle menu

Player can choose weapons to use, upgrade weapons and buy weapon to use on their vehicle in the race

Drive

Player can control their chosen vehicle on a "track". This includes driving forward, handbraking and turning left/right.

Shoot

Player can shoot their weapon currently mounted on their vehicle.

Collect stuff

Player can "collect" or "pick-up" different upgrades/bonuses/items/etc. by driving over them with their vehicle.

Race

Player can enter a "goal-spot" several times (laps) to win a race.

Vehicle control

In the vehicle menu, player can repair a vehicle, sell a vehicle or buy a new vehicle.

Pause

Player can press a button to pause the game.

Pause menu

Player can choose to continue the race or end the race and go back a menu.

Multiplayer menu

Player can join a session, start a new session, search for started games, refresh the search and exit the menu.

Settings menu

In the main menu, the player can enter a menu which holds controls to change the volume of sound (or mute it altogether).

Trading system

User can buy products that increase their chance of winning (eg. weapons, sabotage or upgrades).

Getting money

User can get money by winning races or collect money on the race track.

Characters/Drivers

User can create and store a character/avatars that represents them

Track

The player can drive the vehicle on a complex level with different paths, surfaces, etc.