Death Rally Project plan

WHAT

Death Rally is a highly violent racing game where winning depends as much on weapons and shooting skills as on pure racing skills. The conceptual idea is to marry a good racing-game with elements of destruction. Concretely that translates to kick-ass cars equipped with guns with massive firepower.

WHY

The game brings much needed action to otherwise boring occasions such as family dinner, slow lectures and Sunday mass. This game can also help prevent the "trigger finger"-syndrome and is therefore also an important action towards creating world peace.

HOW

The game's goal is to win increasingly harder races by tricking out your car with better weapons, gained by winning races.

The game will include the following features to accomplish its purpose (listed in order of significance, bold marks status "core" and should under all circumstances be completed):
- **Drive car around**
- **Shoot weapons**
- **Destroy/Destruct opponents**
- **Map/Graphics**
- **Opponents (Either Multiplayer or AI, not decided yet)**
- **Multiple weapon**
- Persistent user profile that develops over time and performance of user
- Trading system for weapons
- Equip car with weapons

Responsibilities

The project will make use of the SCRUM framework, which means that there are no specific roles in the development team besides the two specific to SCRUM.
Johannes Vestlund: Developer, Product Owner
Jan Pettersson: Developer, Scrum master
Mike Phoohad: Developer

Licence

We have decided on going open source using the GPL licence. The motivation is partially ideological and partially that more API's is released under GPL, and that Apache API's always can be used and relicensed which is not true for GPL. In other words GPL gives us a wider selection of API's to chose from.