Speed Coiner

CS583
Team 4

'Too soon junior'

Table of Contents	Game Development Team Members
	PRODUCER Roberto Morales **GAME DESIGNERS** Roberto Morales Vincente Nguyen Neil De Los Santos Leonardo Gomez **PROGRAMMERS** Roberto Morales Vincente Nguyen Neil De Los Santos Leonardo Gomez **TECHNICAL ARTISTS** Roberto Morales Vincente Nguyen Neil De Los Santos Leonardo Gomez **AUDIO ENGINEERS** Leonardo Gomez **UX TESTERS** Roberto Morales Vincente Nguyen Neil De Los Santos Leonardo Gomez

Game Overview

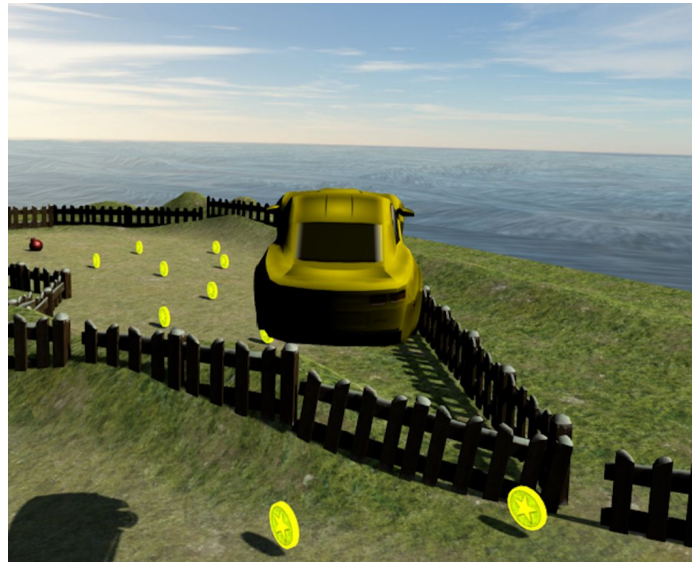Title: Speed Coiner
Platform: PC, MacOS
Genre: Racing
Rating: Everyone
Target: Casual gamer (aging from 12 - 30)
Release date: December 20, 2016
Publisher:

Description: Speed Coiner is a third-person arcade racing game where the Player will compete to get the best score and time. There are several ingame objects that will benefit the Player but also objects that prove to be a nuisance. In addition to trying to get the highest score the Player will also be timed in getting around the track and try for the best times. With everything coming to play the Player will have to prove they are the best racer on the track while avoid trying to be blown up by the bombs.

High Concept

Speed Coiner drops the Player in a nice sports car in a tropical environment overlooking the sea. As the Player races around they can collect coins and diamonds to accumulate more points, but beware, there are bombs also placed around the course designed to trip the Player up and cause them to lose.

Synopsis

Dropped onto a tropical island with a sports car what do you do? Collect the objects to get the highest score? Or go for the fastest time or the highest jumps? It's all up to you.

Game Objectives

The objective of this game is to drive around the track as quickly as possible while trying to avoid the bombs and collect as many of coins and diamonds as possible.

Game Rules

The game level is a closed racetrack that is set on a tropical island. The Player is to race around the track collecting certain items and avoiding others.
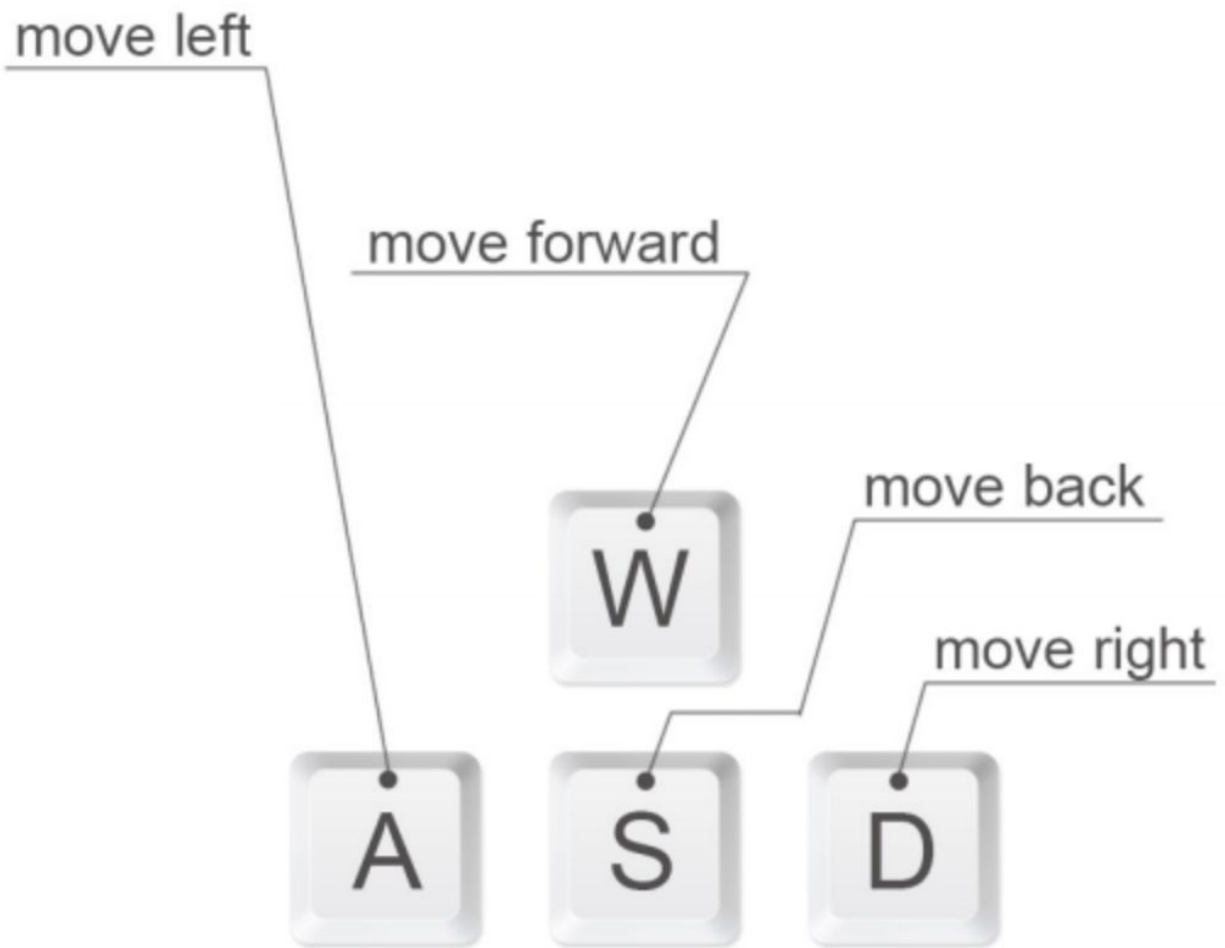
Game Play

Game Camera

When the game starts you will be placed in third-person view right behind the car. This was chosen as it gives a large field of view to the player and also aids to easy development of the game.

Game Controls

move left

move forward

move back

W

move right

A   S   D
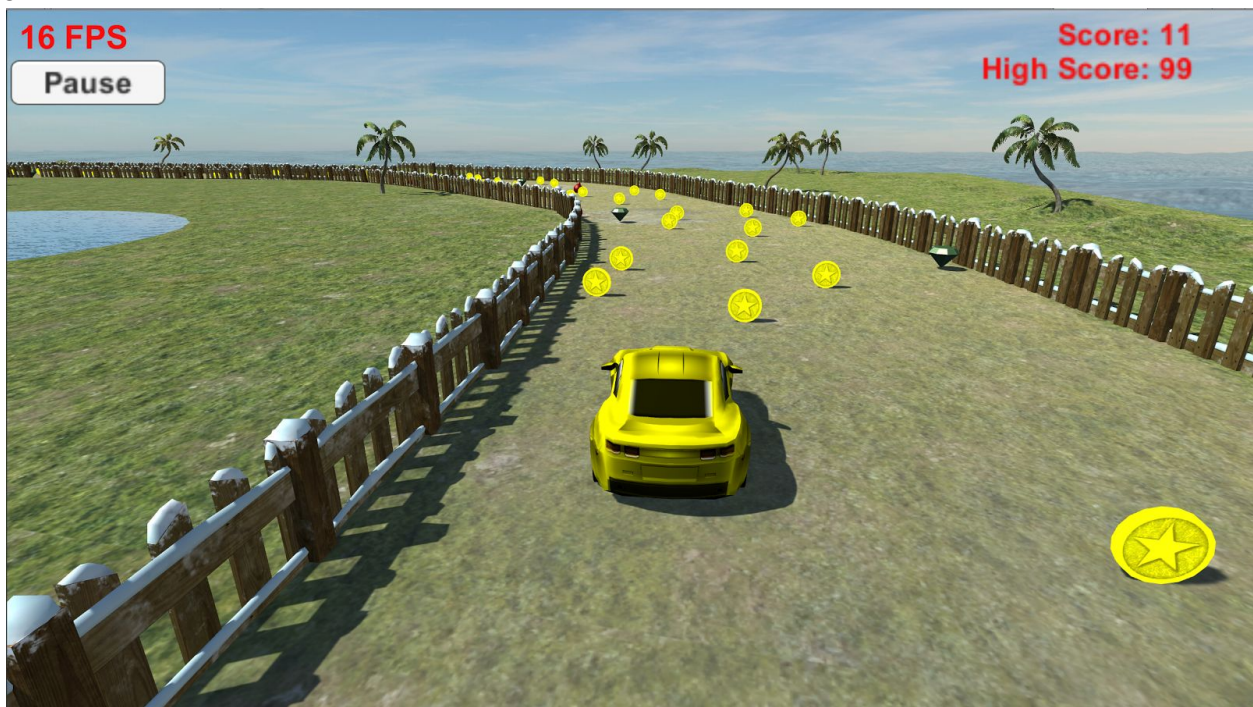
WASD keys can also be replaced with the standard arrow keys if you prefer to use your right hand.

Maps

Player

Characters

The character will get a sports car where they will race for the best time and the best score

Metrics

Top Speed: 150 MPH
Weight: 1000 (units)
Forward Torque: 2000
Reverse Torque: 500

States

Stop: The player has completely stopped the car and is in an idle state. This occurs at the start of the game or if the player has slowed to a stop.

Forward Move: The player can move forward by pressing either W or the UP arrow and to control the forward momentum the player can steer the vehicle with A/D or Left/Right keys. The movement animation occurs whenever the car is no in the stop or idle state.

Reverse Move: The player can also move backwards by pressing the S or Back arrow. They car can also be steered while in this state.

Lose (Burning Car): To enter this state the Player has to hit a bomb which will cause them to lose the game.

Art

Setting

The game takes place on a tropical island with an enclosed race course. Several objects lay waste across the landscape some benefit you and some destroy you.
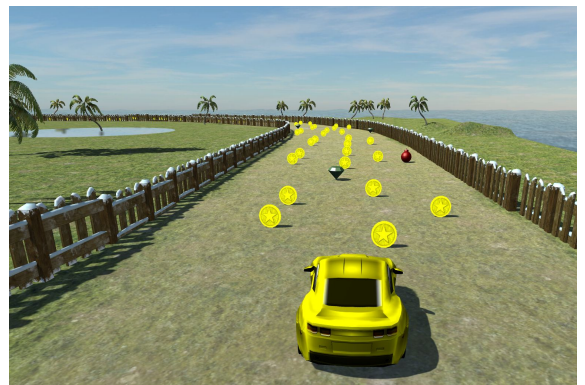
Level Design

The level is on a tropical island where you the Player is trapped in a race course. You are competing for highest score while at the same time trying for the fastest laptime. To get points you must collect the coins and diamonds but be careful you will lose if you hit the bomb. You also get a small duration of time to go collect as many things as you can to extend your current time you must get the hourglass items.

Audio

Name: Formula 06 (DJ Beam Video Remix)
Artist: DJ Visage
Category: Background Music
https://www.youtube.com/watch?v=grykPV-xvIg

Name: Car.Mixer
Artist: Unity Technologies
Category: Car FX
Useage: Engine Noise

Minimum Viable Product

- Have a car to drive around
- Collect items for points
- Avoid items that destroy you
- Built for PC and MacOS

References and Credits

skyboxes: https://www.assetstore.unity3d.com/en/#!/content/21737

standard unity assets: https://www.assetstore.unity3d.com/en/#!/content/32351

powerup: https://www.assetstore.unity3d.com/en/#!/content/36106

fence: https://www.assetstore.unity3d.com/en/#!/content/6722

ramp: http://tf3dm.com/3d-model/motorbike-jump-33208.html

Background Music: samples from "Formula 06 (DJ Beam Vidio Remix)" by DJ Visage.