

MAGNA ROLL

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2nd Year UG GAME DESIGN



ICAT DESIGN AND MEDIA COLLEGE

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High Concept

One Liner:

Playing responsible and safe Karl has to obey and follow the traffic rules and regulations of the road. Apart from following traffic rules Karl has to avoid hitting the upcoming traffic or obstacles that will make Karl break traffic rules. The longer Karl can stay on road without breaking the traffic rules the higher the score he will get.

Core Tenets:

Cru zing along the traffic and following the rules of the road. Karl must also keep a look out for traffic cops and always maintain an appropriate speed. To do so he has the ability to brake and control his speed but has to also make sure he has enough fuel to catch up speed.

- Speed Check Posts
- All Green Signals
- Time Wrap
- Traffic cross roads
- Rail way impact

Game Genre

This is an Arcade Driving Game.

Re-playability

The games re-playability depends on the player. He can play the game again if he or she isn't satisfied with their score and wants to get a higher score in-order to beat their friends score. A player would also want to play the game again if she or he likes the UI, the games audio or even the visual appeal of the game. The Player can collect coins to buy new vehicles to try out and use in game. All these options give the player a reason to play again and thus making the game re-playable.

Target Audience

The game is targeted to players of the age 13 and above. The game is adventurous, challenging and has a very cartoonish appeal. The game is a lot of fun and interesting and challenges players to try getting a top score. Although the game is targeted for teens and adults, the game provides a learning experience for everyone to drive safely and follow rules on the road. It also teaches us what happens when we do not follow rules and the penalty we face.

Game Play

Karl is found cruising on a busy road. The player plays Karl and helps him avoid the incoming traffic and follows the rules of Road. By playing safely and keeping the rules in mind, the player has to try traveling the longest distance possible and getting a high score. For every traffic rule Karl breaks, his score will be misused. He will also have to collect fuel along the road to fill his fuel bar so that he doesn't stop on the way. If Karl runs out of fuel and stops, cars behind him will crash into him.

Gameplay & Game Mechanics:

The gameplay of the game is very simple. The player has to avoid the floating cars and other obstacles. It is an endless running game. The player has a swipe option to change lanes and avoid obstacles.

The game mechanics are the swipe controls for the character movement and top scroll for changing the gravity from positive to negative the other way around.

Character Description:

Name:

Zlosh

Description:

The character is in a futuristic world with all the flying cars with the help of a magnetic field. The character has 3 major parts in him which look like a tyre. There is a main tyre and two small tyres helping it for directions. These tyres are connected with flexible rods. The character is also floating with a magnetic field.

Modelling Description:

The character is modelled with the lowest poly on the main tyre and a small rod type keeping them in contact with all the tyres.

Animation Description:

The animation cycles required for this game are an idle cycle where the character is just still with his tyre rotating. There is a move cycle where the character bends slightly towards the sides and comes back to normal position. Flip animation where the character turns totally upside down. These are the animations required.

Level Description:

The level has an unending track with some obstructers on the path like the floating car and light lamp. The player is made to stay still in the level and the prefabs and other models are made to move in the level. For the repetition of the path some Java scripts and C# scripts are used. The obstacles are placed properly with proper spacing so that the character has some place to stand. . The score system in the level is quite simple as long as the player tries to stay alive his points go on increasing. The sore is calculated on the distance and pick-ups.

Menu Screen:

The menu screen is quiet simple and Sci-fi Looks. The buttons are also created in a Sci-fi looks to keep the feel of the game Sci-fi.

Main Menu contents:

MAIN MENU

PLAY

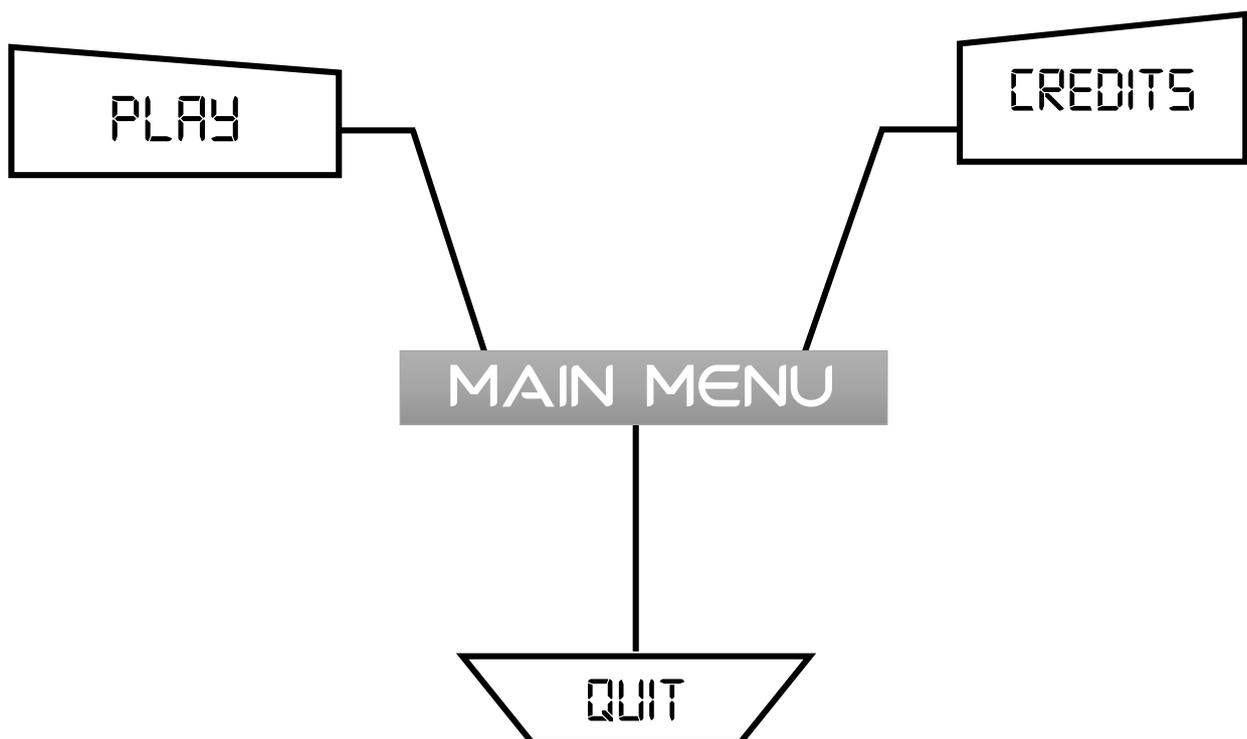
STARTS THE GAME

CREDITS

CREDIT LIST

QUIT

QUIT GAME



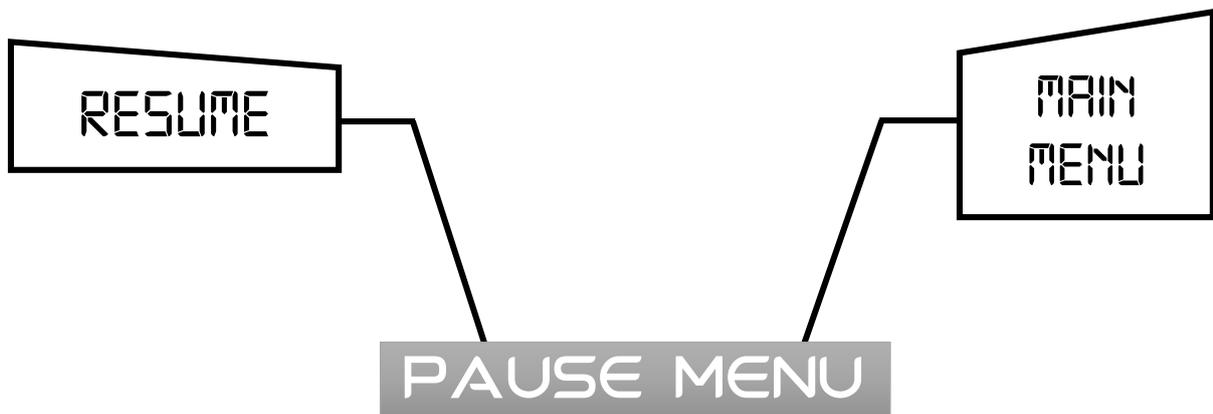
Pause Menu:

Resume

Resumes the game

Main Menu

Return to Main Menu



Art Work: