

Amazing Racer Game

The Concept

The idea behind this game is simple. You start at one end of an area and run quickly to the other side. There will be hills, trees, and obstacles in your path. Your goal is to see how fast you can make it to the finish zone.

The Rules

- There is no win or loss condition; only a completed condition. The game is completed when the player enters the finish zone.
- The player will always spawn in the same spot. The finish zone will always be in the same spot.
- There will be water hazards present. Whenever the player falls into a water hazard, that player is moved back to the spawn point.
- The objective of the game is to try to get the fastest time possible. This is an implicit rule and is not specifically built in to the game. Instead, cues will be built in to the game as hints to the player that this is the goal. The idea is that the players will intuit the desire for a faster time based on the signals given to them.

Terminology

- **Spawn:** Spawning is the process by which a player or entity enters a game.
- **Spawning point:** A spawning point is the place where a player or entity spawns. There can be one or many of these. They can be stationary or moving around.
- **Condition:** A condition is a form of trigger. A win condition is the event that will cause the player to win the game (such as accumulating enough points). A loss condition is the event that will cause the player to lose the game (such as losing all of your click points).
- **Game Controller:** The game controller dictates the rules and flow of a game. It is responsible for knowing when the game is won or lost (or just over). Any object can be designated as the game controller as long as it is always in the scene. Often, an empty object or the Main Camera is designated as the game controller.

The Requirements

- A piece of rectangular terrain. The terrain needs to be big enough to present a challenging race. The terrain should have obstacles built in as well as a designated spawn and finish point (see Figure).
- Textures and environment effects for the terrain. These are provided in the Unity standard assets.
- A spawn point object, a finish zone object, and a water hazard object. These will be generated in Unity.
- A character controller. This is provided by the Unity standard assets.
- A graphical user interface (GUI).
- A game controller. This will be created in Unity.

Spawn Point

Water Hazards

Finish Zone

