

SpeedThugs

Project Proposal



Game Description



Game Description

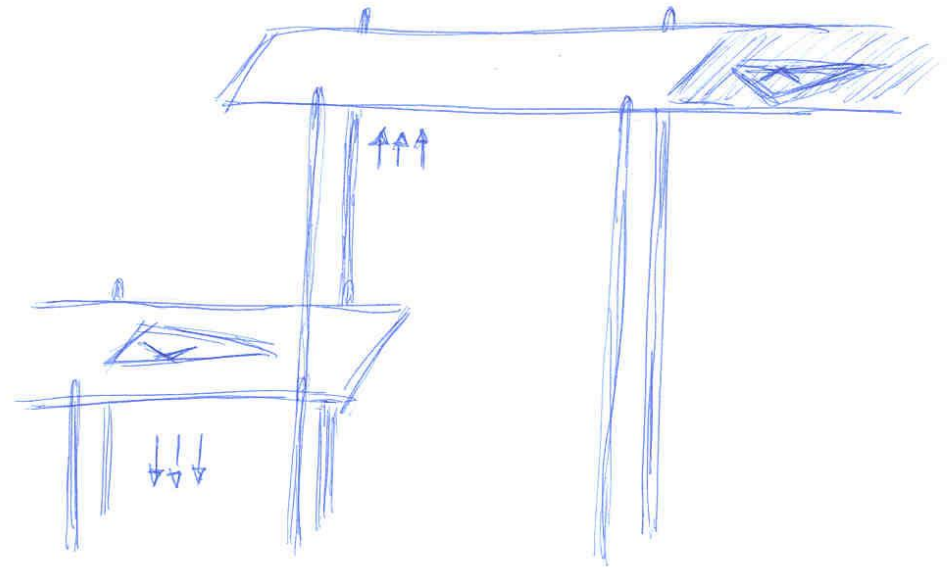
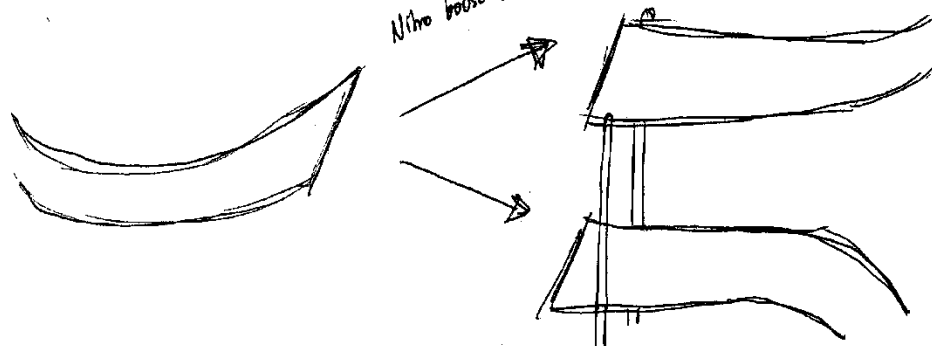
- Weapon
- Power-Ups
 - Nitro
 - Energy
 - Weapon

Strength

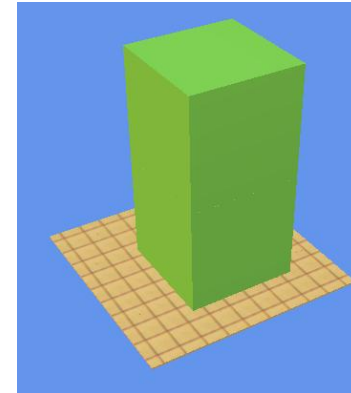
- High-Speed game
- Challenging Tracks
 - Jumps
 - Multiple ways
 - Obstacles

Game Description

Example
Alternative route



Technique



- Cel-Shading
- Rigid Body Physics
- Simple AI
- Extras:



- Motion Blur
- More Effects (Advanced Shaders, Particle Effects, ...)
- Stimulating Sound

Tools Used

- XNA Framework
- 3d Editors
 - Blender, 3ds Max
- Sound Editor
- Riemers Tutorial
- Google
 - Everything else 😊

Schedule

	3.4	10.4	17.4	24.4	8.5	15.5	22.5	29.5	5.6
						α		β	
Physics/Getting started	P	P	P						
Track			J	J					
Vehicle			P						
Camera				P					
Cel-Shading/Getting started	J	J	J						
Weapon				P	P				
Play Test				J/P	J/P	J/P	J/P	J/P	J/P
AI				J	J				
Sound					P	P			
Motion Blur					J	J			
Split Screen							P		
Small Effects						J	J		
Presentation					J/P				