

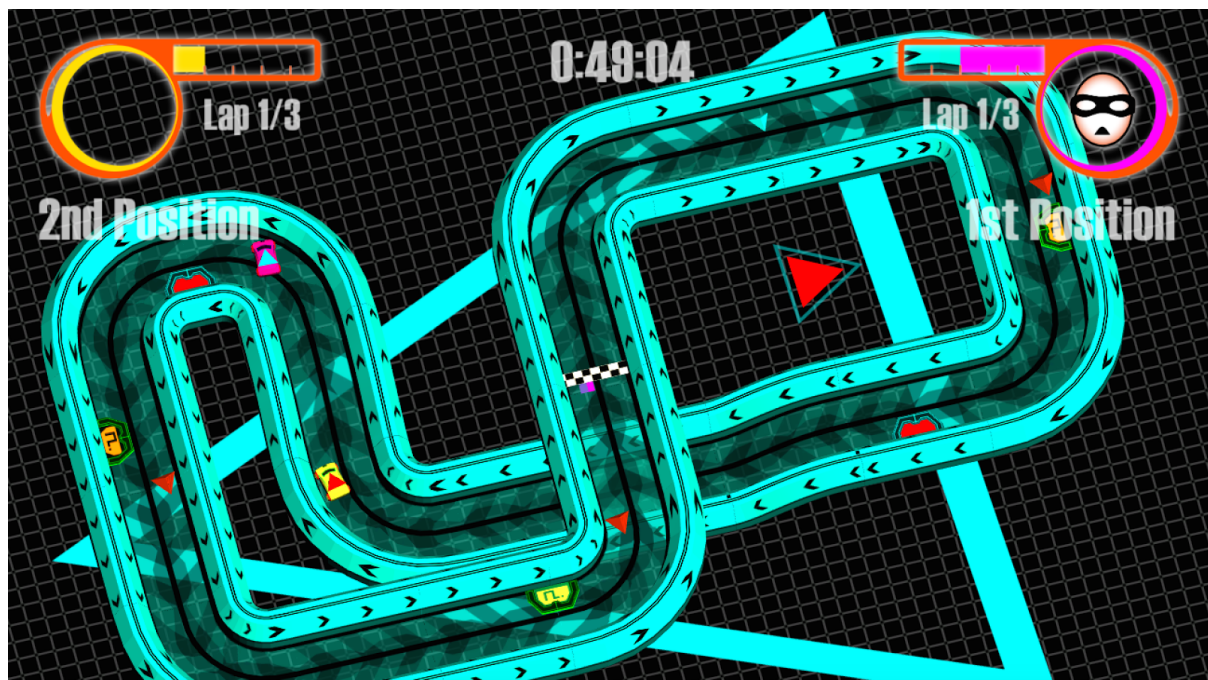
Elements Racing - Conclusion Chapter

1. Final Game

Since the last playtestings we mainly worked on polishing the game.

Most important of all, we our initial track to be more balanced, by repositioning items, track transformation points. Once we understood better how people were driving, this involved adding adding the coins at points which are easy to reach, and some others at points where they are hard to reach. Like this, more skill was required, and the game mechanic of track transformation became more important and tactical in its application.

As a second point we worked on driving behaviour a LOT. Players tended to get stuck a lot, so one of the most important aspects was to increase the steering angle. This made it a lot easier to turn around.



Medium difficulty track.

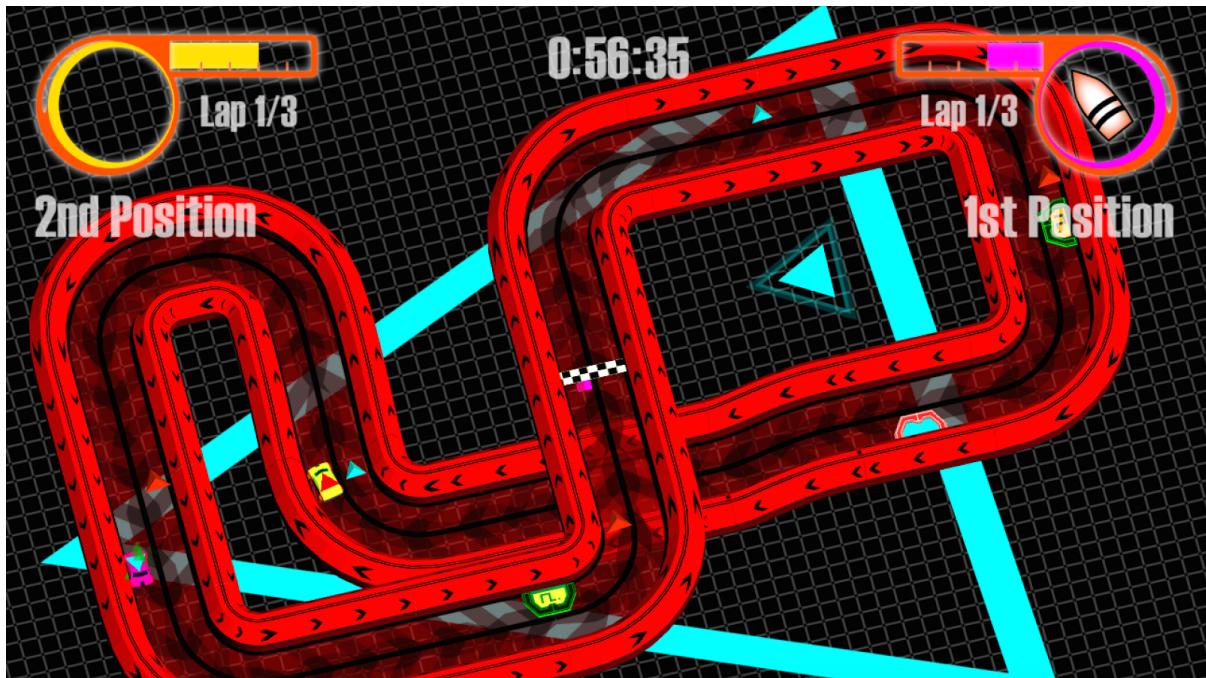
After these changes, two dynamics started appearing which we hadn't seen before:

- Chafing: Some people realised they could more easily get around curves by NOT steering and just chafing against the wall.
→ We discouraged that by introducing more friction on the walls, so chafing would result in a speed penalty.
- Car Humping: Cars would drive onto one another and get completely stuck. We had to make the cars even smaller, and increase the size of the colliders to reduce this, it wasn't however possible to remove it completely.
→ A solution could be to introduce some bounciness or disable colliders for a while. We didn't implement this yet.



Intense Racing around the finish line.

Now, we also added more tracks, so that we now have three tracks, going from easy to hard. The most easy track can be completed in about 18 seconds per round, where the hardest takes about 30 seconds per round, and has more curves and up and downs.

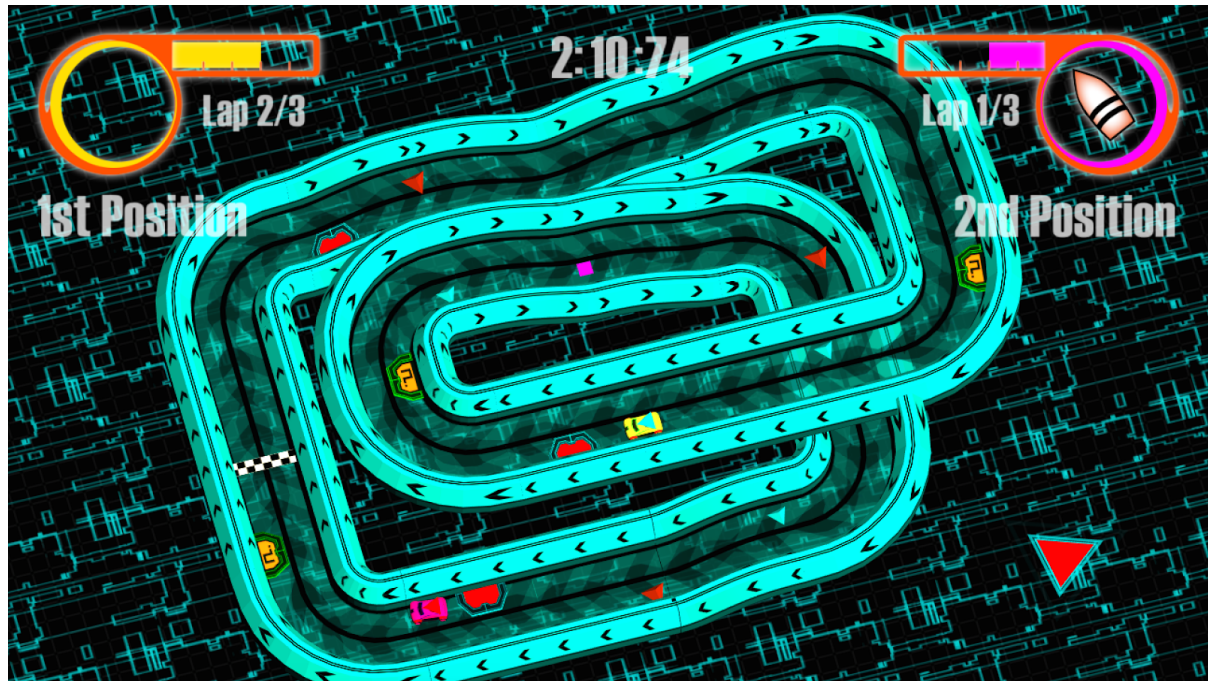


The easy track

As a final element, we added the menu screens for selecting the track and sound. Both of these elements added a lot, because now playtesters could play the game by themselves, and the sound added atmosphere.

2. Conclusions

Overall, it was a very rewarding experience, as for some members it was the first time to develop a game from scratch. The final feedbacks we had from playtesters, as well as some experiences of the players yelling and laughing and getting very excited about playing the game were totally satisfying.



Hard track with complex curves and ups and downs

Group dynamics, such as us almost never being able to meet in person, some other issues within the team, and mostly one team member leaving the group when we were in the middle of development, made it very hard to advance well however.

Sound was an issue we completely neglected. So it was added in a rush at the end. The game could benefit a lot from sound effects and music that matches the overall style better.

For a next game, it would be crucial that the group unite for an idea instead of being thrown into the boat randomly. The would lead to a more satisfying work experience.

We gained a lot of experience from the course. We all believe that there is a lot of potential in the game idea of a very accessible kart racer with a little twist. The Evolution game theme was fundamental for this game idea. We only really used it for the “transformation” and “survival of the adaptest” elements, but without it as the starting point, we wouldn’t have come up with this idea.

[Game Trailer](#)