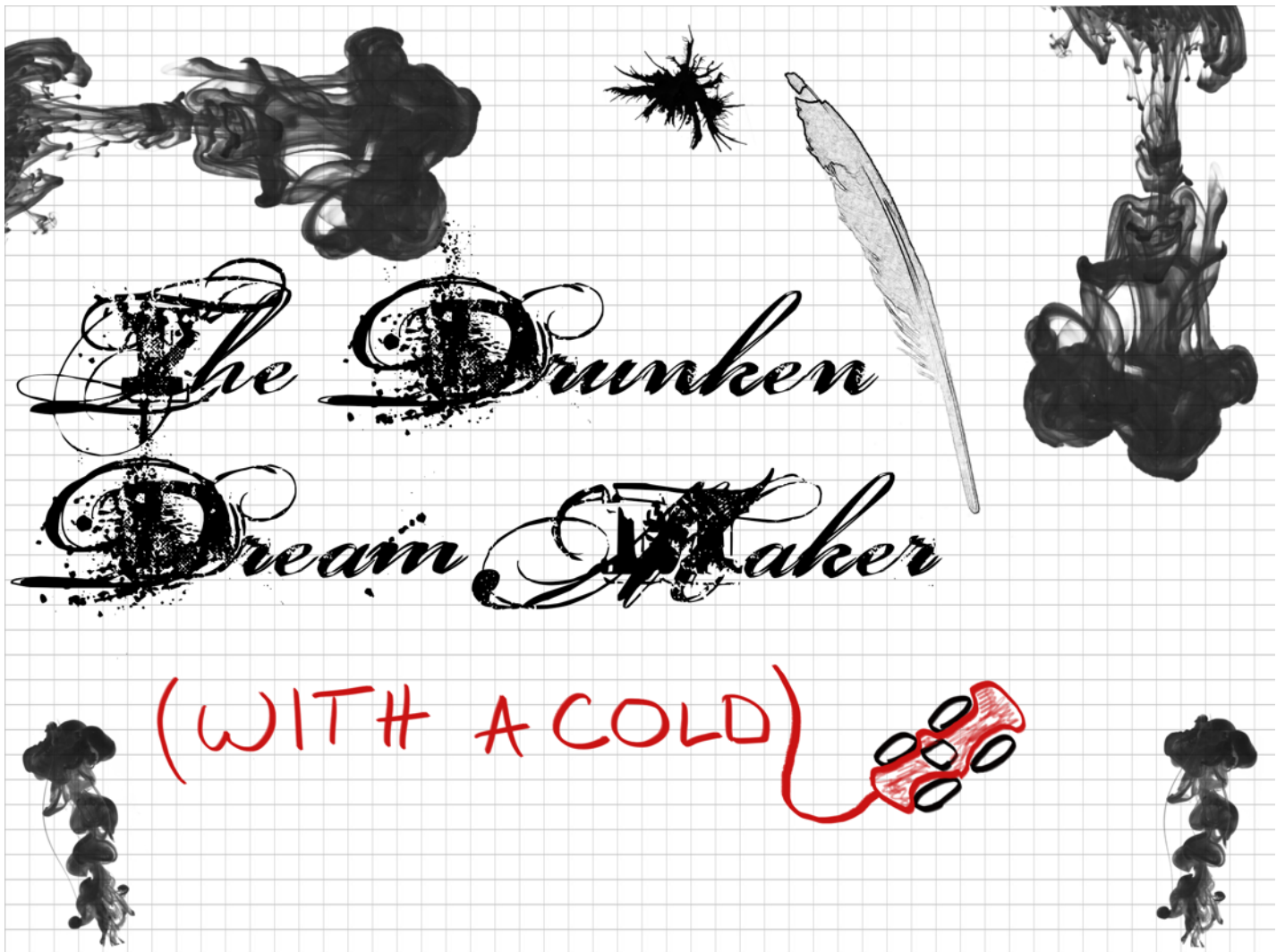


Triolozzi proudly presents



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TABLE OF CONTENTS

<i>Progress report</i>	3
<i>Development Schedule</i>	5
<i>Functional Minimum</i>	5
<i>Low target</i>	5
<i>Desirable target</i>	5
<i>High target</i>	6

Progress report

The alpha release brings a lot of small improvements for the requirements in the desirable target and introduces a couple of new features (which belong to the high target) that make the game even funnier to play.

We absolutely wanted the drunken dream maker to have a strong impact on the gameplay and therefore we added two features to do that:

- The drunken dream maker will sneeze – did you remember he had a cold? – when you least expect it, leaving a mucus obstacle for all the cars running in the track. In order to give the mucus a realistic touch we implemented a fluid simulation.
- Car collisions against obstacles are now decorated with onomatopoeias like “Bang!”, “Crash”, etc. We also added a very simple particle effect that shows stars spreading out from the car when it crashes.

We also decided to change the trails left behind cars from a simple noise-effect to a procedural brush effect. We stumbled across a website¹ that inspired us to introduce this new effect and the trails now look much more appealing than before. Although the implementation is quite simple, the tuning is actually quite tricky and it took us a few days to obtain what we really wanted.

The points awarded during mini races were not well balanced because the last player would lose all the points too quickly and the first one would gain way too much. We therefore decided to adapt the scoring system and made it less frustrating for novice players.

The game is now sporting a whole new GUI and graphics, which have been created from scratch. A friend of ours also helped us for creating the initial screen. It is now a lot easier to spot the difference between wishes and nightmares during the game since we are using two different post it notes. Moreover, when a car crosses a post it (either wish or nightmare) a *thumb-up* or *thumb-down* image appears and stays on screen for a few seconds. This should help players understand whether they did a bad or good move, and it turned out to be very useful when the track becomes crowded (tons of obstacles, mucus, ...).

In addition to new graphics, we added custom made (with the help of a friend) sounds and background music. In particular we registered sounds for steering the cars and a number of different sounds triggered when cars collide. The two background songs are 8-bit music and we chose this style for our game because it gives a more childish atmosphere.

The revised menu lets players select their own cars and colors (there are more to come yet) and it also shows a very simple screen of the game commands. There is also a section explaining the

¹ <http://www.mrdoob.com/projects/harmony/>

story behind the game, but we did not want to put it in the loading screen because it does not take that long for the game to load and because it would also be quite boring to watch the story before every match.

We also implemented a simple particle effect for cars crossing the post it notes.

We are quite happy with the results that we obtained even though we would still like to polish and improve a bit some features that, due to time constraints, do not have the quality that we would like to have yet.

Some adjustments with regards to player controls will be made after the playtesting session in order to gather feedback from different people.

We decided to drop the idea of having REM phases. Our initial idea was to save some parts of the track for exclusively crossing wishes and nightmares (representing the REM phase), but we realized that mixing them with the racing game is very funny and unpredictable. The playtesting session will tell us whether our intuition was right.

Development Schedule

FUNCTIONAL MINIMUM

TASK ID	DESCRIPTION	STATUS
I1	Racing game only	COMPLETED
I2	User input handling	
I3	Camera system	
I4	Simple scores	
I5	Single, fixed race track	
I6	Basic collision detection	
I7	Basic graphics	

LOW TARGET

TASK ID	DESCRIPTION	STATUS
I8	Simple drawing (trails) with boost effect	COMPLETED
I9	Obstacles	
I20	Game menu	
I21	Nice graphics	

DESIRABLE TARGET

TASK ID	DESCRIPTION	STATUS
22	Advanced scores	COMPLETED
23	HUD	
24	Background music, sound effects	
25	Accurate drawing in REM phases	Dropped (playtesting needed)

HIGH TARGET

TASK ID	DESCRIPTION	STATUS
26	Race track procedurally computed online	COMPLETED
27	Ink/pencil effects	
28	Procedural drawing effects	
29	Introduction of mucus as an obstacle	
30	Particle effects	Pending
31	Nice transitions between phases	No
32	Deformable objects	No