Racing Game with Get Plane

Many of our gameplay ideas are currently based off the use of a racing wheel peripheral. The ideal wheel will have a set of pedals for gas and brake (optionally flippers on the back of the wheel), a directional pad on one side of the centre console and a set of four buttons on the other side. The D-pad will be used as four one-touch buttons for building specific units of whatever type is assigned to that direction. The other four buttons will select units of that type that have already been built and open up branching command trees for each of those unit types. Especially in this game the racer will play with get plane. Whenever the racer is playing he will see the path and if the user will dash to the sides then the plane will go slowly. He will get the points when he will go forward. Each race will take place in an open field, with a set of checkpoints scattered about. The racers will all start at the first checkpoint and have to advance through the race by following the pre-determined (or possibly random in certain maps) path of checkpoint. Most paths will be circular, giving a sense of "laps" to the race.

Domain: Java / Web Applications
Technology: MATLAB