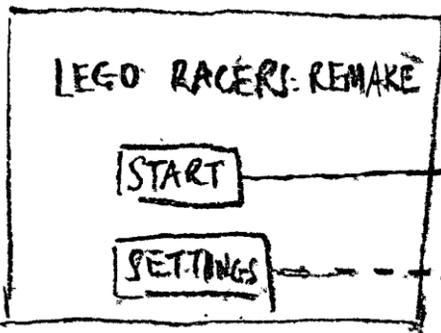
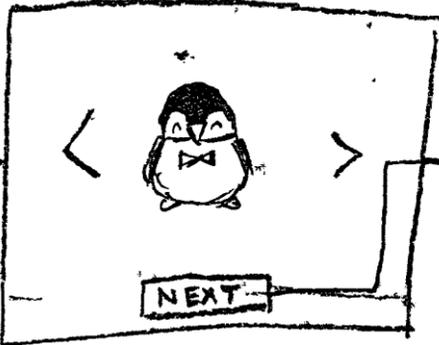


Start Screen

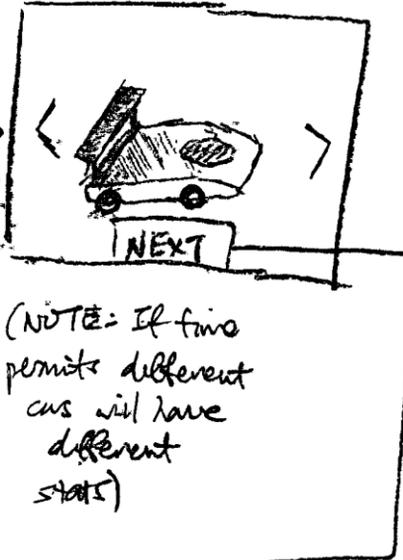


(NOTE: If time permits, there will be a customisation page/screen)

Choose Character/Car

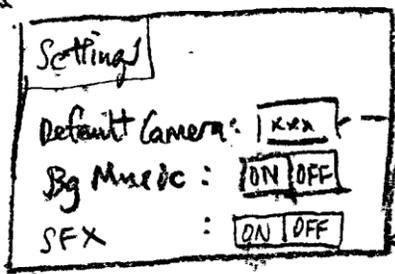


Choose Car



(NOTE: If time permits different cars will have different stats)

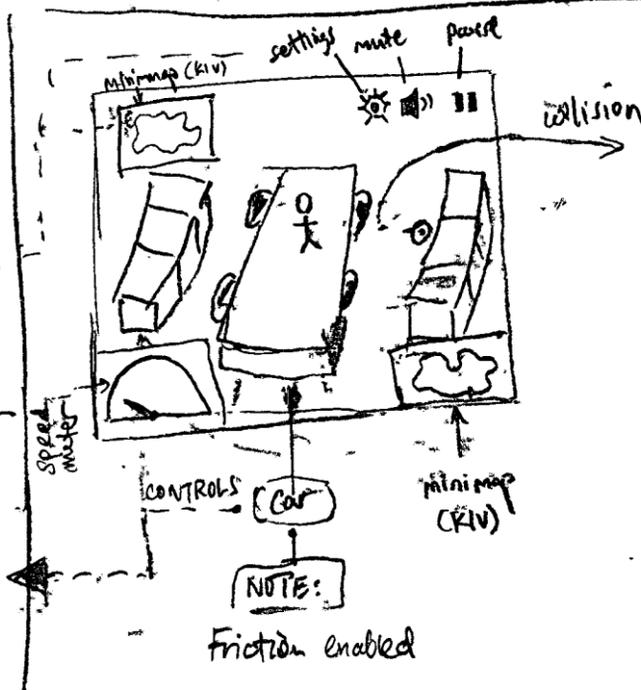
(Overlay Screen)



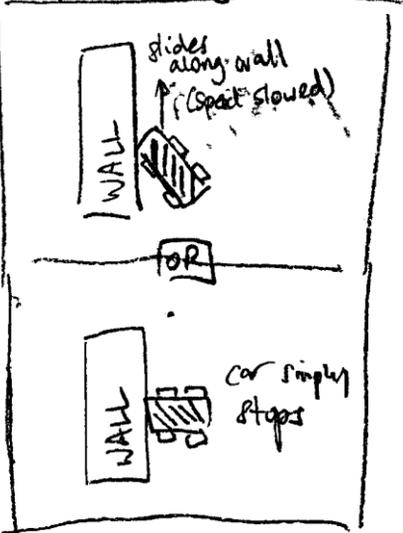
Choices:

- Perspective
- Bird's Eye
- First Person

MAIN GAME



(Top-down view)



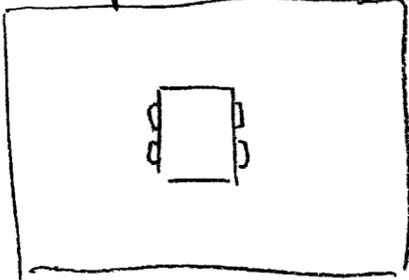
(CONTROLS)

- UP: Accelerate forwards (direction of facing)
- DOWN: Accelerate backwards (direction of facing)
- LEFT/RIGHT: Turn left/right

Camera Views

(Perspective view is the view on the left; [press 1]) ([press 0] for user-defined default) ([press M/N] for God-mode and use mouse to move around)

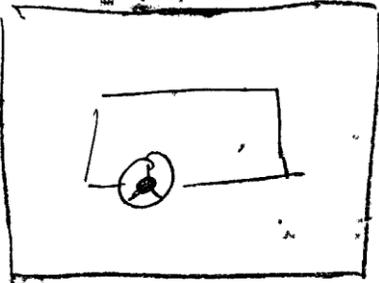
Top-Down/Bird's Eye



(follows player)

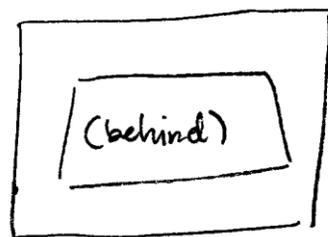
[press 2]

First-Person



(follows player) (from passenger perspective) [press 3]

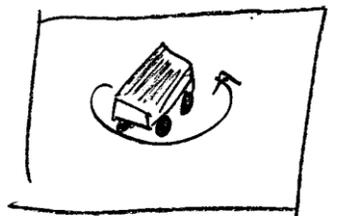
Look Back



(follows player)

[hold space]

360° Swivel

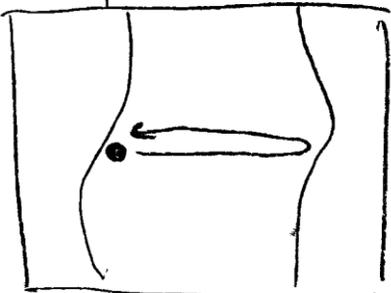


(follows player)

[hold Enter]

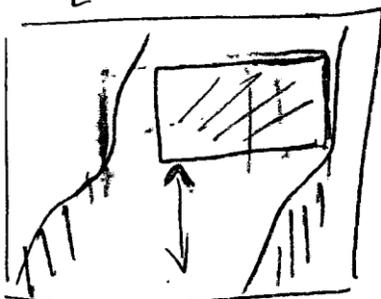
Enemies (All enemies use ~~enemies~~ to slow down) car

[Top-down view]



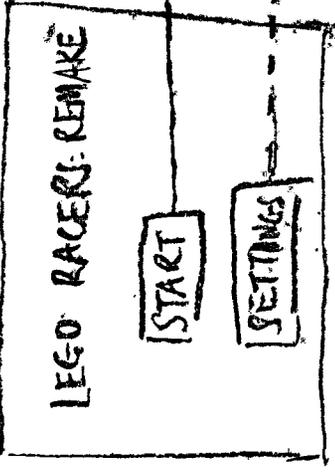
Roaming enemy: Simply moves back & forth predetermined path

[Front view]



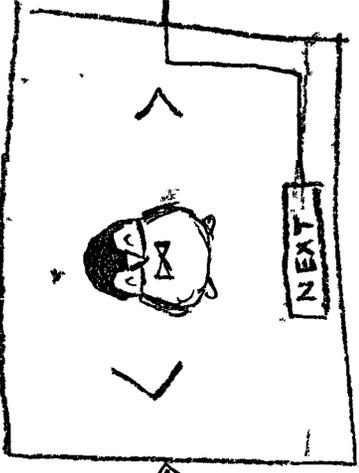
Oscillating walls: Wall that "jumps" up and down

Start Screen

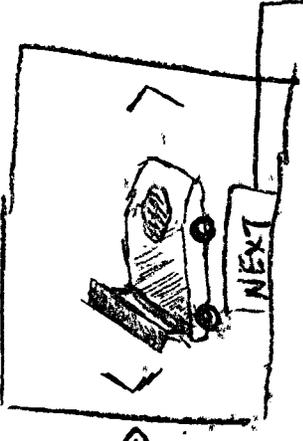


(NOTE: If time permits, there will be a customisation page/screen)

Choose Character / Car

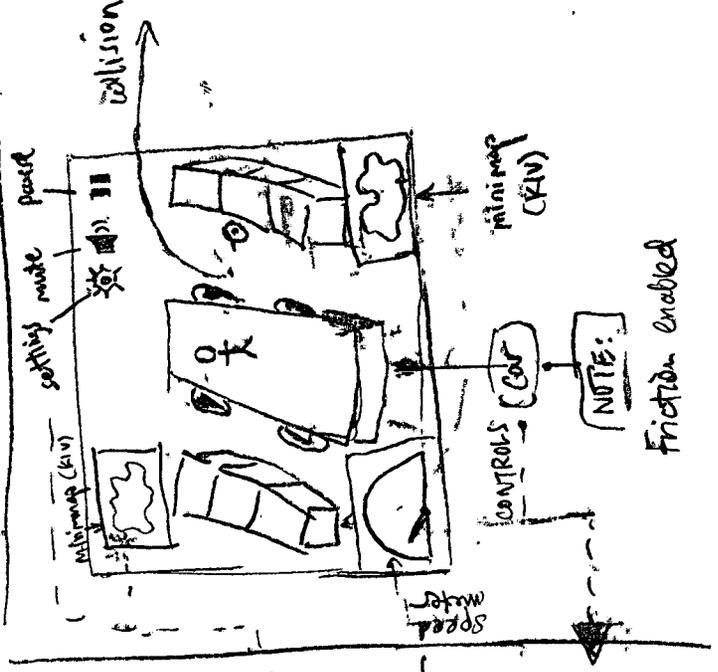


Choose Car

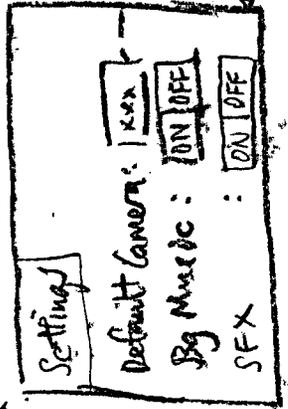


(NOTE: If two permits different cars will have different start)

MAIN GAME



Overlay Screen (options)



Choices

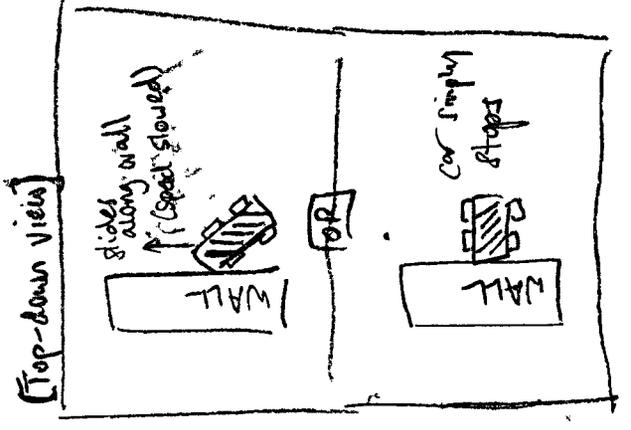
Perspective
Brick Eye
First Person

(CONTROLS)

UP: Accelerate forwards (direction of facing)

DOWN: Accelerate backwards (direction of facing)

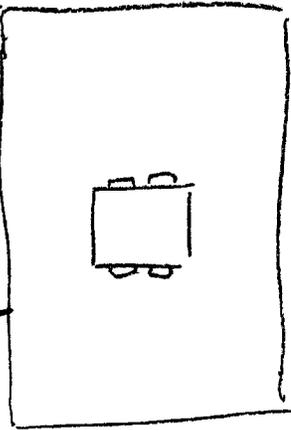
LEFT/RIGHT: Turn left/right



Camera Views

(Respective view is the view on the left; [press 1])

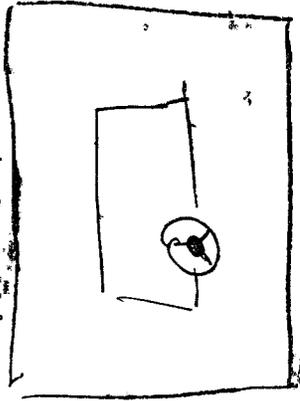
Top-Down/Bird's Eye



(follows player)

[press 2]

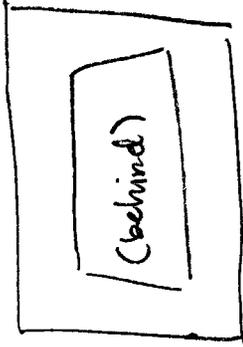
First-person



(follows player)
(from passenger perspective)

[press 3]

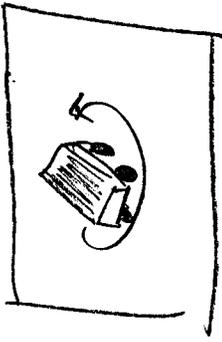
Look Back



(follows player)

[hold space]

360° Swivel



(follows player)

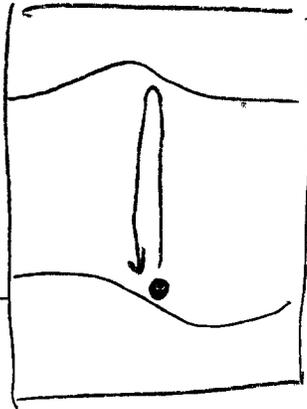
[hold Enter]

(press M/N) for God-mode
(and use mouse to move around)

(press 0) for user-defined default

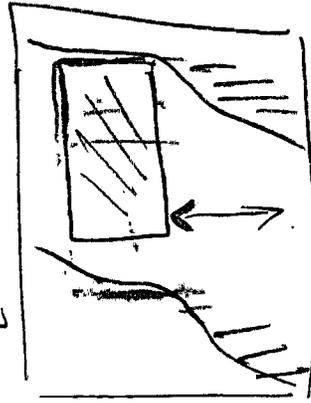
Enemies (All enemies are ~~enemies~~ to slow down)

[Top-down view]



Roaming enemy:
Simply moves back & forth
pre-determined path

[Front View]



Oscillating wall:
Wall that "jumps" up
and down