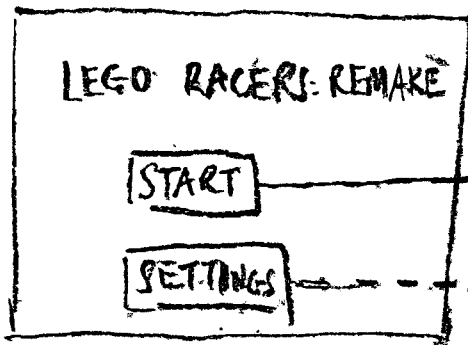
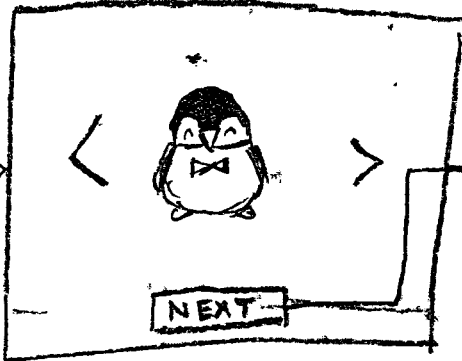


## Start Screen

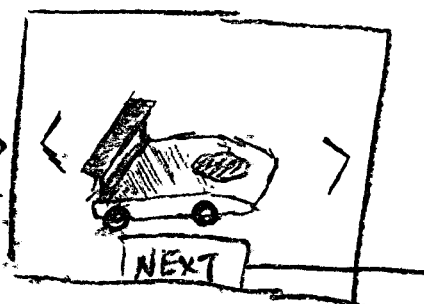


(NOTE: If time permits, there will be a customisation page/screen)

## Choose Character/Car

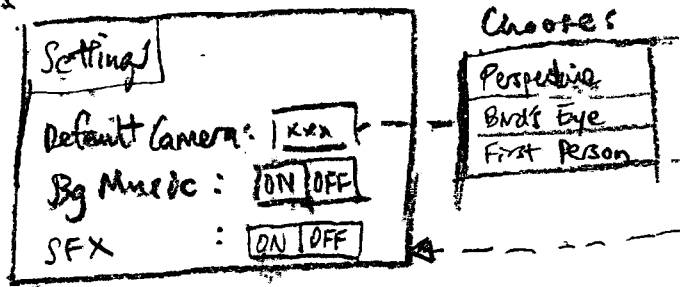


## Choose Car



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

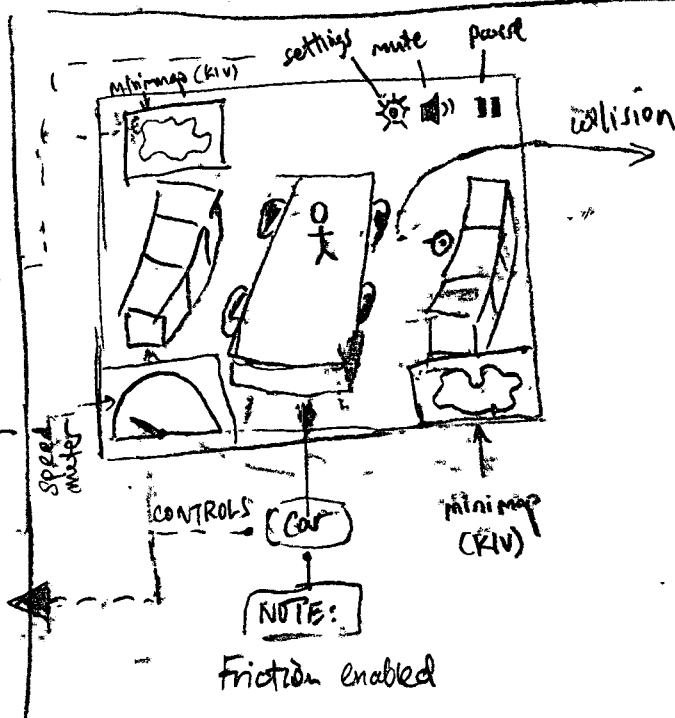
(Overlay Screen)



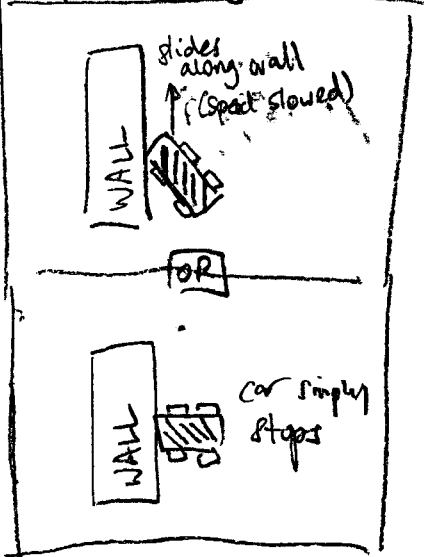
### Choose:

Perspective  
Bird's Eye  
First Person

## MAIN GAME



### (Top-down view)



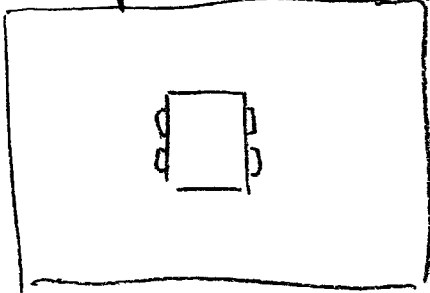
### (CONTROLS)

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] to user-defined default) ([press M/N] for God-mode and use mouse to move around)

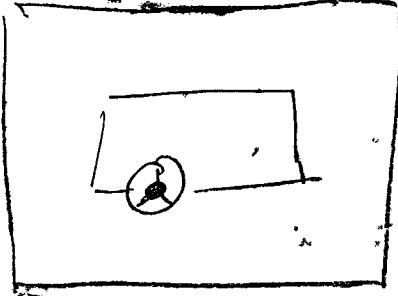
### Top-Down/Bird's Eye



(follows player)

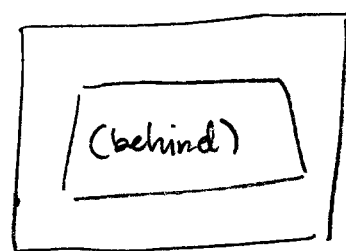
[press 2]

### First-Person



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

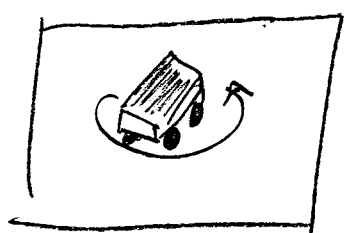
### Look Back



(follows player)

[hold space]

### 360° Swivel

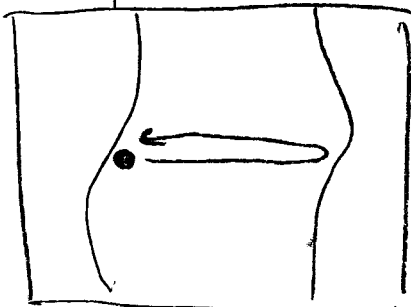


(follows player)

[hold Enter]

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

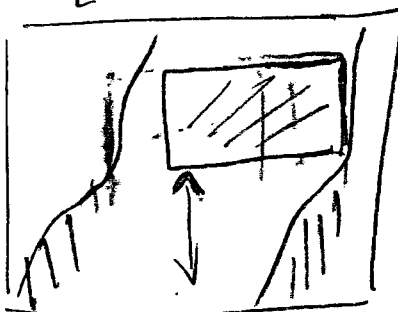
### [Top-down view]



### Roaming enemy:

Simply moves back & forth predetermined path

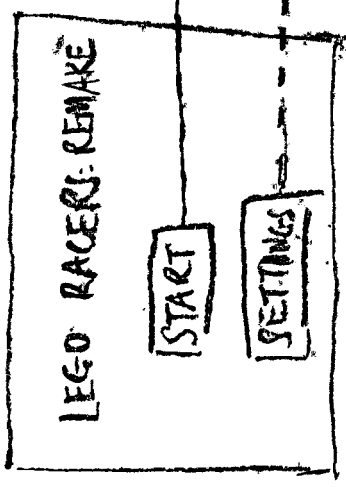
### [Front View]



### oscillating wall:

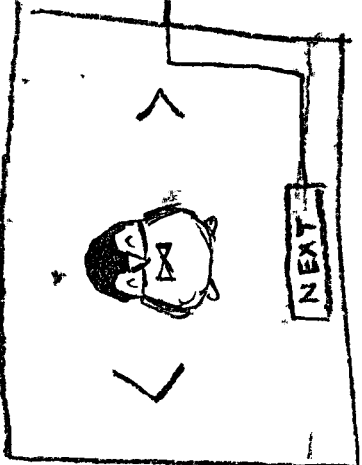
wall that "jumps" up and down

Start Screen

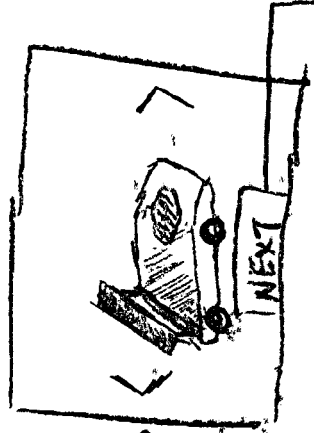


(NOTE: If time permits, there will be a customisation page/screen)

Choose Character / Car

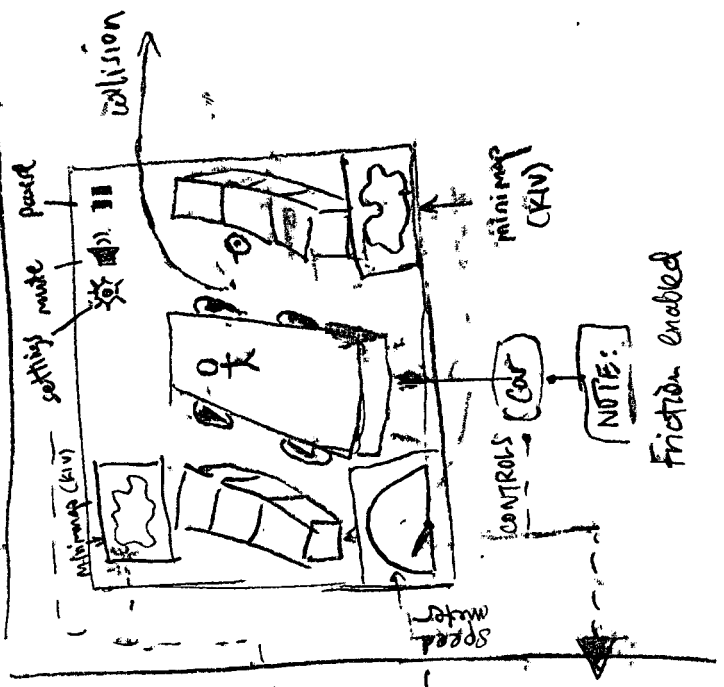


Choose Car

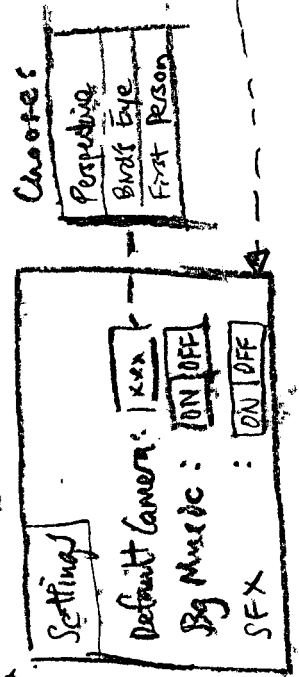


(NOTE: If two permits different cars will have different start)

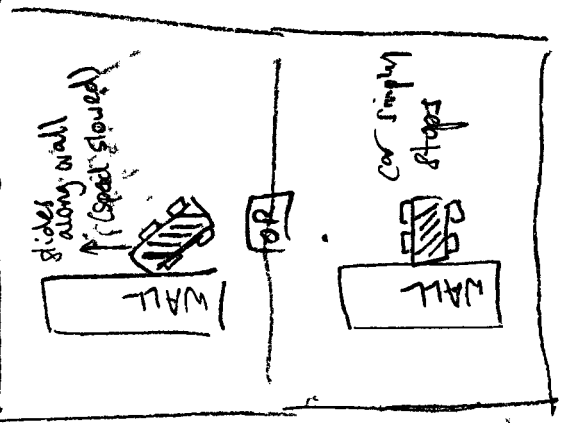
MAIN GAME



Overlays (various)



(Top-down view)

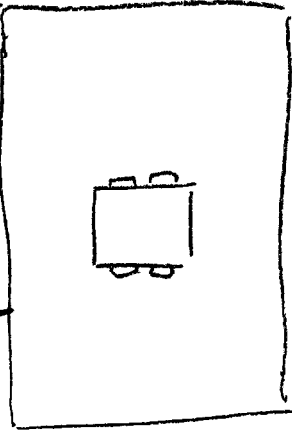


(CONTROLS)  
UP: Accelerate forwards (direction of facing)  
DOWN: Accelerate backwards (direction of facing)  
LEFT/RIGHT: Turn left/right

# Camera Views

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

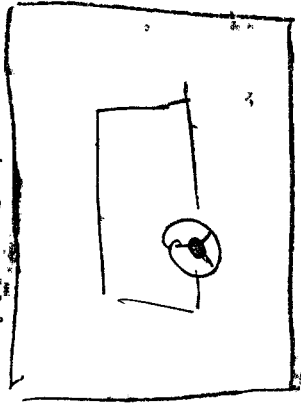
Top-Down/Bird's Eye



(follows player)

[press 2]

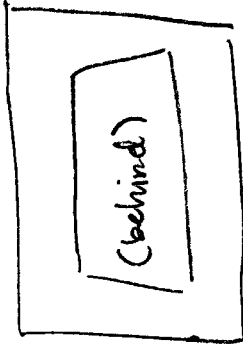
First-Person



(follows player)  
(from passenger perspective)

[press 3]

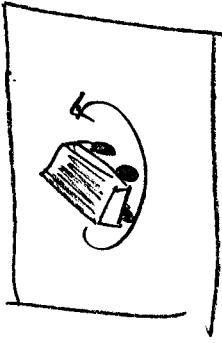
Look Back



(follows player)

[hold space]

360° Swivel

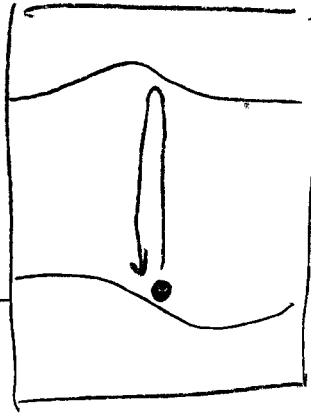


(follows player)

[hold Enter]

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

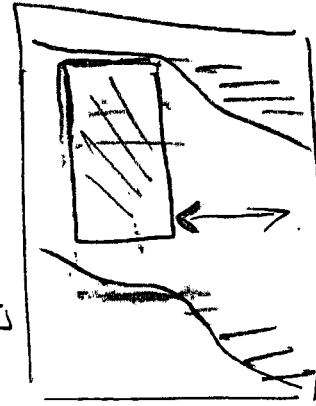
[Top-down view]



Running enemy:

Simply moves back & forth  
preetermined path

[Front View]



Oscillating wall:

Wall that "jumps" up  
and down