

Final Release

AQUARIOKART

DOUBLE SPLASH!!

Team Markedly Minified Olives

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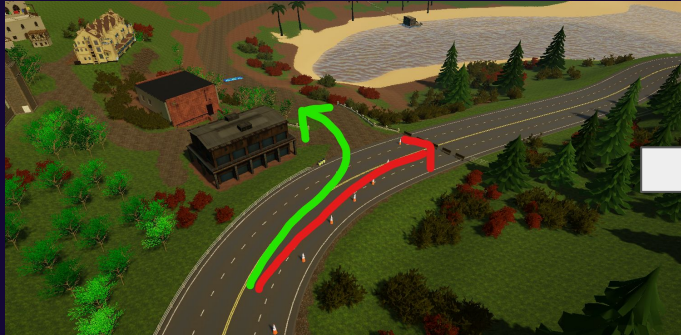


Trailer Time



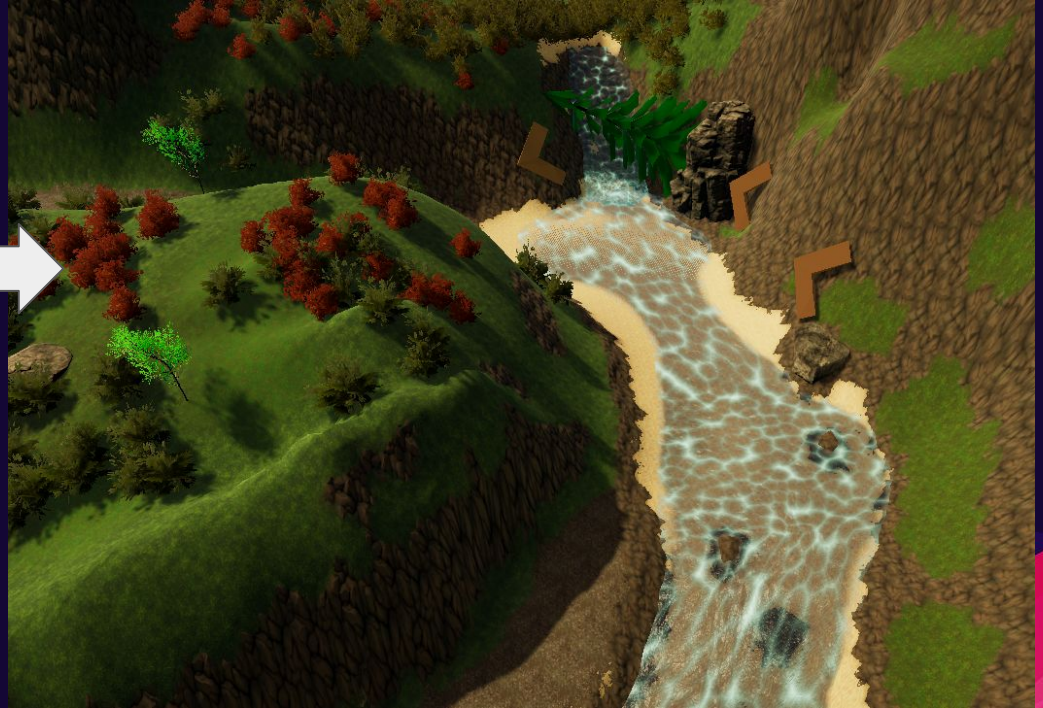
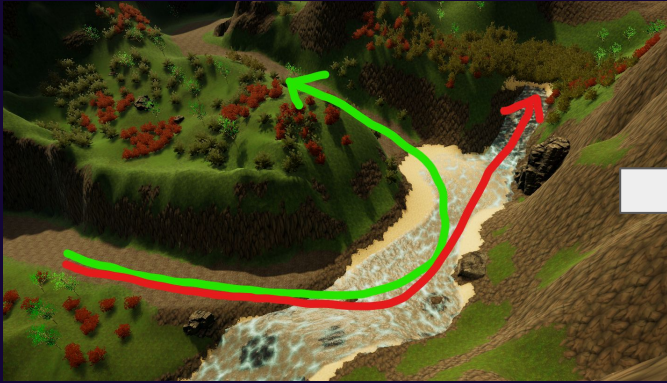
Changes Since Alpha Release

Changes to the Level



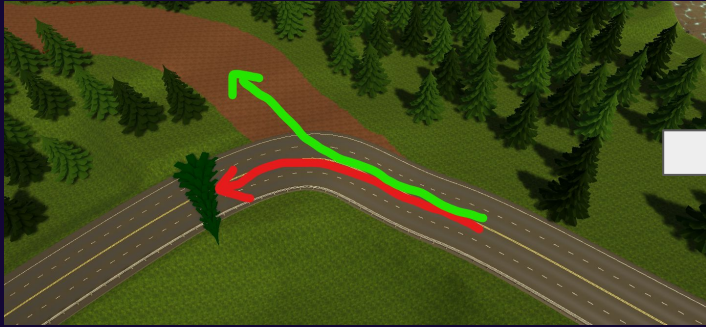
Changes Since Alpha Release

Changes to the Level



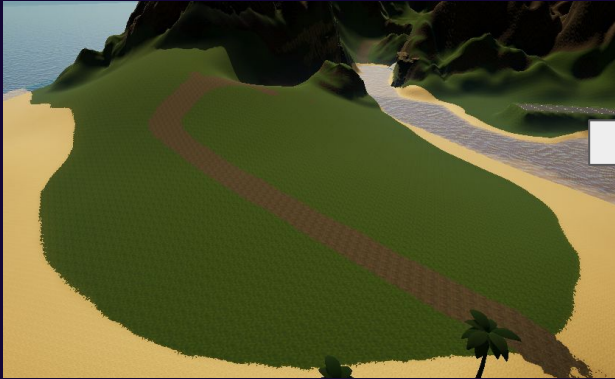
Changes Since Alpha Release

Changes to the Level



Changes Since Alpha Release

Changes to the Level



Changes Since Alpha Release

Changes to the Level & tree LODs



Changes Since Alpha Release

Lighting fixes/improvements



Changes Since Alpha Release

Other Changes

- AI rubber banding: Speed limit when too far ahead of player
- Free camera mode & cheats for trailer & screenshot creation



Failures & Achievements

There inevitably wasn't enough time to add everything that could have possibly been added (most notably Audio).

Fully functional racing game with our own car handling model, race track, AI & water mechanics.

Development Timeline



Interim Demo: Vehicle handling, camera system, water system, race track layout, Initial version of the opponent AI and checkpoint system

Alpha Release: Improved Track scenery, materials & water, added UI & HUD, random vehicle Colors, vehicle reset mechanics, ice puddles, puddle trail spawn system, water splash particles, items, AI driving improvements, AI Item & water management, Checkpoint System improvements, race & scene management, Graphics options

Final Release: Scenery Improvements, Simple AI Rubberbanding, LOD and Lighting improvements, Trailer Tools (Free Cam + Cheats)

Final Thoughts

- **The project has been quite successful:**
 - **Implemented most of the desired features**
 - **Much progress between milestones**
 - **Helpful feedback from playtesting**
 - **No conflict between team members**
- **Working with the theme was relatively easy, while also providing us new ideas**
- **The paper prototype wasn't particularly useful for our project**

Thank you!