Jeepney racing game

Most of the rules are chosen to reflect what the real-world consequences would be of each player action and decision. Abstract games cannot be completely divided from simulations and so games can be thought of as existing on a continuum of almost pure abstraction to almost pure simulation. Technologies such as smart phones have always been a great entertainment and past time to man. In the beginning, cellular phones are used forcommunicationsuch as making calls and messaging capabilities. As the time goes by, the innovation of cell phones added more PDA-like features and even computer like.

The result was the smart phone. Mobile applications are becoming popular when it comes to features. There are many people who are into gaming on their mobile phones, because it is more portable than Personal Computers and Laptops. Mobile Applications now exist in smart phones. There are lots of games genres available now in the market, and one of them is a strategy simulation game. It attempts to copy activities from real world in the form of a game for some purposes like tutorial, exercise, training, analysis or prediction.

Jeep Racing is a Strategy simulation game that can be played in single or multi- player game. We will use some Metro manila landmarks for the background of the game. It will load and unload passengers in order to gain points but the player should follow the traffic rules and regulation. It will cause a deduction to the points if he commits any traffic violation. In multi-player game, the first player to finish the goal wins.

Project Description

According to the article of Nellie entitled Jeep: Blessing or Curse? He stated that jeep nowadays instead of being the blessing that it had been in the past 60 years, has become an archaic relic of the past, an invention that had its day, and should be encased in a museum of Philippine history. Due to lack of discipline and knowledge f and obedience to traffic rules and regulations and signs, it is the main cause of the horrible Metro Manila traffic. The project introduces a game about how being discipline drivers and passengers would help each and every one of us.

The player should follow all the Traffic Rules or else he/she will have a violation and deduction from his points. The player should also follow the maximum capacity of passenger. There will be a specific Jeep bay for loading and unloading of the passengers.

Project Objectives

General Objective

To develop a strategy simulation game, multi-player and single-player for android hat foresees the possible effect of traffic when not following rules and regulation and at the same time inform the players the current traffic situation here in metro manila.

Specific Objective

To provide information to the players about importance and meaning of traffic road signs by showing banners periodically. To inform the drivers and passenger on what are the possible effect of traffic in different situations.

Target Audience

The project's target audience will be the passengers of the Jeep and those people who owned a public and private vehicle. Our target audience will be people king 17 and above. The group decided with the age of 17 and above, because these are the people who usually use Jeep as their transportation in school, works and etc.

In these ages, the group can provide the importance and meaning of traffic road.

Significance of the Study

Due to traffic problems in the Philippines that becoming worst everyday especially when it's rush hour, the group have decided to develop a game wherein the users would be able to identify some of the causes of traffic. The users would be able to realize how important being a discipline Filipino and how one Filipino can change meeting really big in his/her small action such as being a good follower to the traffic rules, regulations and signs.

Jeep Racing was mainly created to provide information for drivers and passengers about the traffic rules and regulation. Users of this game will not only have fun playing but also be knowledgeable what to do in different situations when they are in the road.

Scope and Limitations

The game will be developed on an Android platform using Construct 2 on 2-Dimensional graphics. The game will be made to give information to the players especially to the passengers and drivers about the traffic rules and regulation.

It can be played in a single player and multilayer game mode. In single player mode, the goal of the player is to get as many scores as he can by loading and unloading passenger without committing Accidents or Traffic violations. Multi-player mode will be played on two different devices, View shared and Wi-If Operational. There will be a time limit for the multi-player mode wherein each player must acquire scores by loading and unloading passengers. Committing any violations or accidents will deduct from there points.

The maximum capacity of the passenger is 16 and the maximum violation is 3. The traffic rules and regulations included in our game can be seen in the appendix section.

The information that the group will gather from these different games, will help us analyze each development of these games and apply it to our project.

Three Perspectives on Strategy Game Design

Sorer Johnson, Brad Mir and Keith Burn are three different experts shared their knowledge about the significance in the design of strategy games, from transparency to decision-making and creating player investment and attachment. For Sorer Johnson, players of a strategy games should choose precisely and throw away their unexpected and random events, and various outcomes and breadth winning conditions.

Even though there are a lot of outcomes players have, what important the most is what's on the player's mind, that they truly understand the rules and can able to think them clearly and that they agonize all their inputs and

outcomes. Keith Burn was best known for phone rocklike 100 Rogues. For him, the main producer of value in strategy games is interesting decisions. His goal is to provide value quickly to players. He said that if players gave their time make sure that they won't regret spending it playing your game or they should be completely rewarded.

Brad Mir wants to create a high degree of character attachment with the help of mechanics in Massive Chalice, because he was influenced by strategy games that include elements of character progression. He wanted to reduce problems to its simple essentials with 100 Rogues, but he doesn't know how to start doing it. What he did is that he started with a rocklike genre and then added tactics to the genre's kit design. He said that you can't Just add interesting decisions to a system; interesting decisions are a property of a really strong-built system.

Players can be attached to the players that they're playing in strategy games and make personal stories with them. Losing their characters is a meaningful risk for them.

Related games

Shopping Street

This is a strategy game in which you will build your own mall. Every store has a capacity of customers who can shop. You can upgrade your store so many customers can shop at the same time. A customer who wants to shop in that store should wait. Relation of this game to our game is that there are also numbers of people who can enter a store.

In order to win the highest score in this game, you have to achieve the longest distance without committing any accidents. In our game, you have to achieve the longest distance so you can gain points without violating any traffic rules and regulation.

Temple Run

This strategy game is fast paced racing games wherein you need to drive as fast as possible without committing accidents. In this game you have to survive all the challenges that have been waiting for you in order to have a high score.

The longer he distance that you run, the more points you gain. If the player fails to survive all the challenges, the demonic monkeys will eat him. It has the same view when the player swipe to the left or right. In our game, if the player taps the left or right button, the street or the background will change Just like how background of the temple run changes.

Racing Cars ID

A strategy racing game that will test your driving skills in difficult levels. In this game, players need to collect coins to upgrade their cars.

The player should also avoid obstacles and other cars. When the player hits his car with other and wasn't able to void the obstacles, hishealthwill be deducted. Just like in our game, if the player committed a violation, he will gain 1 x. When the player got 3 x, the game is over. In this game, the player needs to keep his car undamaged in a given time to win the game.

Methodology

This chapter tackles about how the application works.

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It contains game story, game play, game rationality and game assembly. Game story discusses the story from start to end of the game including the plot of the story. It contains different figures hat represent the flow of the application, visualized corrections of the game and its architecture. Gamely tackles about how the game will be played. Basically, gamely holds the actions that can be done by the player in the game to reach the objective of the game. Game rationality deals about the logic of the game which is how the game flows from the point where the application is started.

Game assembly tackles about the requirements of the application and how the game responds to the user inputs. Gamely and Mechanics In single player mode, the player must acquire as many score as possible by adding and unloading passengers on the right bay without committing any violations and accidents will cause deduction on points and game over. In multi-player mode, the 2 players will play on different devices. The players will acquire points by loading and unloading passengers on a given time limit. The higher score will win the game.

Pointing System
Points Speed of the Jeep 1 pit per kip Loading passenger 100 points Unloading passenger Deduction Violations Unload passenger on the wrong bay. Accident/collision Game over. Software Methodology Planning phase It is the start of program development. In this phase, the group compiled and analyzed the research in related games and used the gathered information to be applied in the testing phase. The group checked for forums related to our game and listed things that we should avoid applying to our application.

Analysis Phase

The group researched about related game reviews. The game reviews will help the group determine significant features that can be included in the game and that will make the game better than any other. Design phase The group will focus our graphics and interface to what our target users want. The group will follow the game flow that the group has created. In the game, the group will give some trivia related to it and used Philippine based characters and plots. The group will also use Photos for the images and backgrounds.

The group will code all the designs generated from the proponents of the game flow which must be followed sequentially. Implementation After our game has undergone series of tests and code refinements, we will now deploy the software into the Android smartened and tablet. We are going to upload the game onGooglePlay Store for primary resource. Users may download the game through the website and port it in their own gadget. Verifications will be performed o the testers to make sure that the said features are working.

Testing Phase

It is the part the group will initiate the beta testing where the group will play the game and test all the possible commands and inputs at the game. Any detected bugs or errors will be immediately fixed or use an error handling. Evaluation phase The group will start to initiate the alpha testing. It is where the group will release the created game to a select group of people and the players of the game will be given an evaluation form in a format of user

acceptance test questionnaires. This will determine if the game will need

some changes.