**PROJECT DETAILS**

**Team Members (alphabetically by last name)**

Wilson Feng

David Lion

Mohammad Mahmood

Sean Nijjar

Abhishek Rudra

Naif Tarafdar

**Platform/OS**: Android 3.0+ and Android 4.0+

**Form-factors:**

* Tablet
* Smartphone

**Application Category**: Game

**Supported Features:**

* Local wi-fi multiplayer
* Network multiplayer (if pings across network are acceptable)
* Downloadable/custom content
* Leaderboards/scoreboard
* Playthrough ghosting
* Achievements
* Possible sms integration/friend questing
  + Friend’s list derived from contact list
* 2D graphics – 3D only if 2D is a success and team feels game would benefit from 3D graphics
* Game saves
* Persistent player save data across game-modes
* Audio support
* Voice chat – options to have over either voice channel or data channels (if software supports this)
* … HATS

HANDWAVY SUMMARY

The objective of this project is to make a viable android game/app that is enjoyable to play and polished enough for a solid release on the android marketplace. We’re looking to make a game that players can customize and make content for.

The game would involve some sort of racing components with the possibility of fighting or environment manipulation. Players will be able to customize their players persistently. Ideally, the player will also be able to create or modify content to suit their desires or playstyles.

Additionally, players will be able to see the ghosts of previous high-scores so they can use them as tools to improve their skill/level of play and so they can chase a new high score. Furthermore, it should be supported that players will be able to play with friends for any part of the experience. The smartphone, by definition, is a social device. We should embrace this characteristic of the device and encourage social play.

ALWAYS REMEMBER! If you have new ideas or suggestions for improvement, bring them up – even if it is for a different app. Before making a game, we need to make the engine, and in practice, our engine should be composed of largely reusable code.