IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Scrap RC   Date: 04/15/2018

One-Sentence Description	Team work goes a long way in the arena, test your driving skills against your friends and make new enemies.
List of Team Members and Their Schools	Kenneth Ramos, Santa Ana College (Kenn.rs@gmail.com) Carlos Florian, Santa Ana college (carlosflorian1052@gmail.com Juan Rangel, Santa Ana College (lordarm@gmail.com) Marsha Ramirez, Santa Ana College (icegirlrangel@gmail.com) Main Contact: (714)3056949
School Level	_X_ College/University ___ High School
Target Platform and Audience	Windows PC, Xbox, PS
One-Paragraph Summary of Gameplay and Objectives	Test your metal against your friends and players online in an all-out Battle arena. Play as a team in Team Deathmatch, or battle your friends in a Last Man standing Deathmatch, or see how long you can last being hunted as the VIP. Choose your vehicle, your weapons arsenal and be on the lookout for power ups to create your edge on the battlefield.
Key Features	• Multiplayer • Multiple cars • Multiple weapons • 3 gameplay modes • traps
Thumbnails of Game Art	
Software Libraries and Packages Used	"Unity 3D" development system with Vehicle system
Third-Party and Ready Made Asset Credits	
Faculty Member Name & Contact	Patricia Waterman Santa Ana College, Waterman_Patricia@sac.edu

Information	
YouTube Link	https://youtu.be/MJIMBXjfwWs
Misc. Notes	

Submitted by: Kenneth Ramos, Kenn.rs@gmail.com, (714)3056949

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Unity Auto Rig	Unity	Scripts modified for multiplayer
HRD	Quixel	Used to make skybox
Carmageddon	Twisted metal sound track	Cut down for video
Yakety Sax	Boots Randolph, Chet Atkins, Floyd Cramer	Cut down for video
Duck sound effect	Youtube	Cut down for video

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Though we are primarily artists, we had to do our own coding in C# to script the actions, move the cars and shoot their weapons. The person doing the coding read every forum on how to script what we needed, and watched every youtube video he could to learn how to get things going.
How did the design evolve during development? What changed, and what didn't?	The game started as an arena battle game from the start of development, including the 3 game modes and the mechanics. The game stayed in line with original development and art styles.