

# IEEE GameSIG Intercollegiate Game Showcase 2018

**Game Overview:** Scrap RC      **Date:** 04/15/2018

One-Sentence Description  
List of Team Members and Their Schools

Team work goes a long way in the arena, test your driving skills against your friends and make new enemies.  
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School Level  
Target Platform and Audience

Main Contact: (714)3056949  
 College/University     High School  
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  
Third-Party and Ready Made Asset Credits  
Faculty Member Name & Contact

"Unity 3D" development system with Vehicle system  
  
Patricia Waterman Santa Ana College, [Waterman\\_Patricia@sac.edu](mailto:Waterman_Patricia@sac.edu)

**Commented [WF1]:** Date that this form was prepared. Remember that, for the Best Engineered Game award, you will need to submit at least three successive forms upon submission of your game.

**Commented [WF4]:** Is this a college-level team or a high-school team? Both levels are welcomed, but high school teams do require some additional coordination.

Information  
 YouTube Link  
 Misc. Notes

<a href="https://youtu.be/MJIMBXjfwWs">https://youtu.be/MJIMBXjfwWs</a>

Submitted by: [Kenneth Ramos](#), [Kenn.rs@gmail.com](mailto: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.

**Commented [DF14]:** Use this table if the game has more than one or two assets created by people not on the team. If all assets are made by the team, this page can be omitted.

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.

**Commented [WF15]:** Every project runs into technical challenges. We want to hear about the ones that affected your project, and how you resolved them.

**Commented [WF16]:** We will be looking for evidence of progress over time, as you perform successive iterations of the design and development process and refine your design and development plans.