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CRAZY BOOST
CAR BATTLE GAME

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Abstract

This project is aimed at creating a game that is fun to play and attractive. The development starts from brainstorming the idea for the game. When the project proposal approved, the team trained to use Software Development Kit (SDK) that will be used in the project. After completed the training, the design phase begin and followed with iterative development phase. Prototypes were created to gain feedbacks from player, in this case out supervisor. When all bugs were identified and fixed, additional features can be added into the game to give more entertainment.

Key words

OGRE 3D, OGRE-Newton, Newton, SDK, Prototype, AI, IrrKlang

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