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# Rainbow Driver

Color switch for cars!

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\*Please note you might be asked to adjust Unity and Xcode version through publishing stages

# The Game in a Nutshell

## The Basics

The player controls a vehicle with a tyre of a specific colour. As the player keeps the vehicle on the track of the same colour as its tyre, it grows in size. Otherwise it shrinks in size. In the end the player needs to crush a boss with his tyre by jumping, so bigger the tyre, we get a better chance at defeating the boss.

## Sub Genre

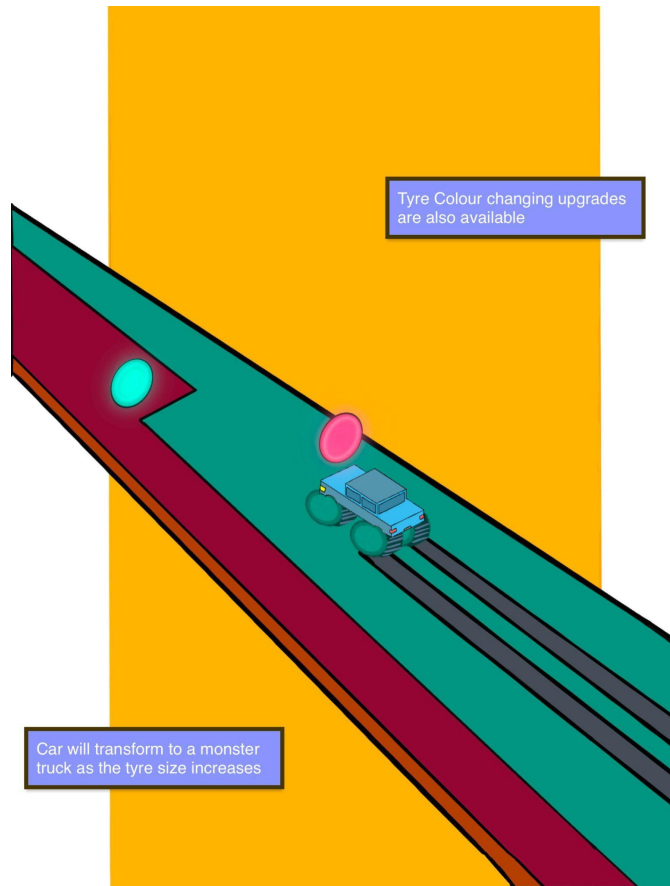
Color Selection

## Mechanic

Swerve / Color Selection

## Controls

Swerve



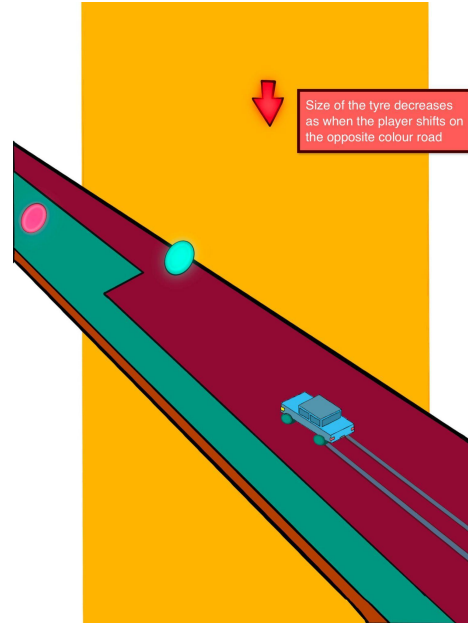
# Difficulty and Progress

## How do I progress at this game?

- The vehicles will get upgraded like monster trucks, trucks etc will come in later stages.
- Tyre & path colors will begin to change while the player is playing in the later levels.
- Obstacles that change the tyre's color begin showing up.

## Lose Condition

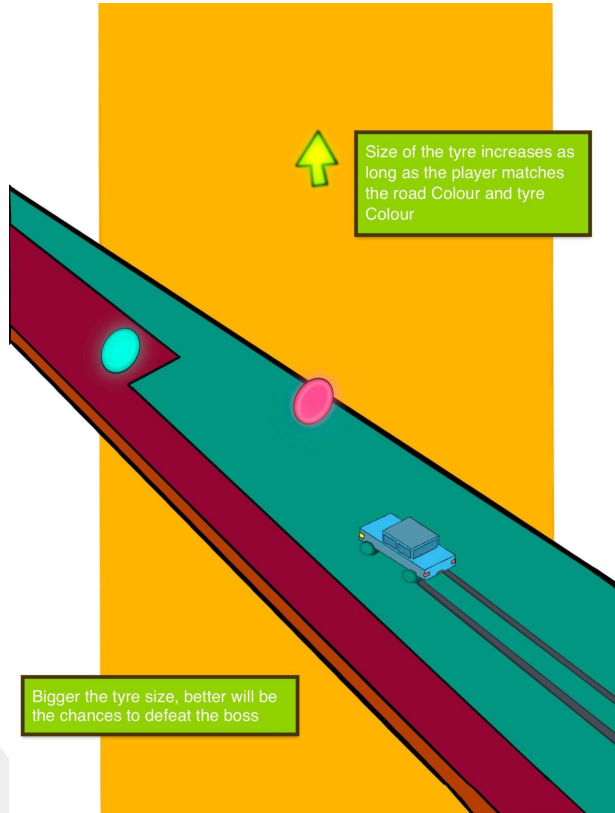
- The vehicle's tyre becomes small enough and it crashes.



Add as many pictures that you have as a reference for your game



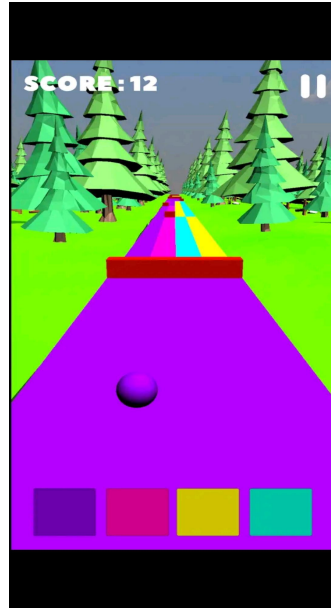
# The Video Ad



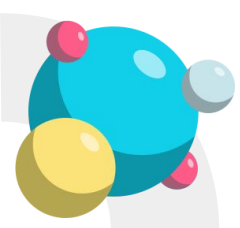
## What are we going to see in the ad?

- Gameplay footage of a level where we see a player controlling a monster truck and sticking to correct path while avoiding the oncoming obstacles at the same time. And then crushing the boss and getting rewarded.

# References or Art Mockup



Color run





**THANK YOU**  
**QUESTIONS?**