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# Vehicle Evolution

Evolve your vehicles by passing through the correct gates to win the race!

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# The Game in a Nutshell

## The Basics

You start from an ancient vehicle like a bullock cart and you race with various AI bots. Algebraic units with something like "+ 50 years" or "- 30 years" written over it will be present in the level. The vehicle will upgrade / downgrade through time depending upon the unit that we pass through. For example - a bullock cart will get converted into a car after passing through a "+ 50 year" unit. The player needs to win against the AI bots and make a huge jump in the end to get a score.

## Sub Genre

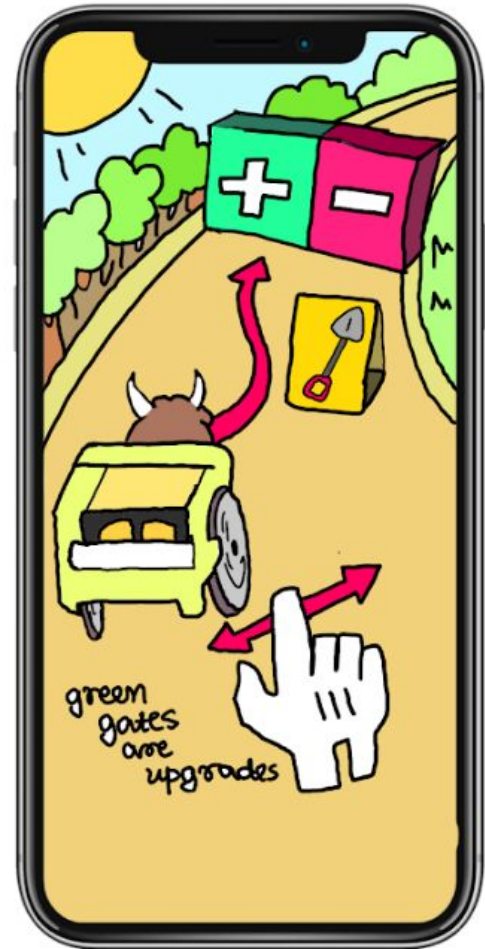
Race / Math

## Mechanic

Swerving

## Controls

Swerve



# Difficulty and Progress

## How do I progress at this game?

- As we progress and the speed of the vehicles increases, the frequency of occurrence of gates will increase; thus giving less time to make your decision.
- Power ups, nitros, etc. are introduced later as we get into the later stages.
- Airways & Waterways levels & vehicles will be introduced later.

## Lose Conditions

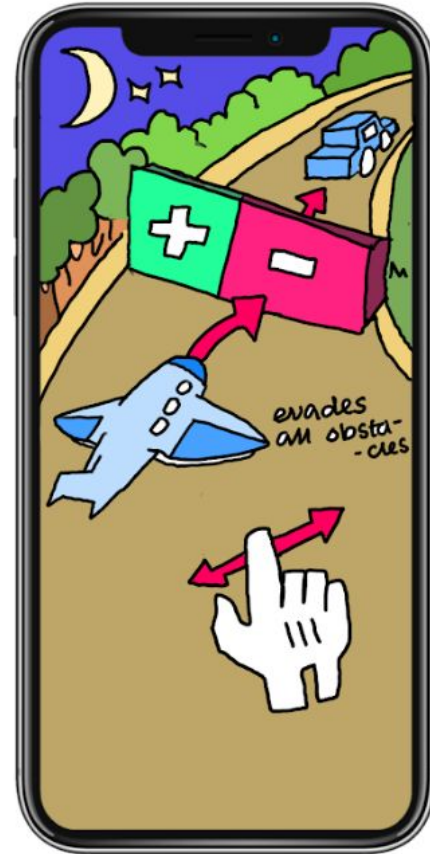
- If you lose the race



# The Video Ad

What are we going to see in the ad?

- An ad clip where a player starts from a bicycle and ends with a lamborghini that makes a perfect jump gets the highest score possible.



# References or Art Mockup

Arrow Fest



Weapon Evolution





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