

Seam Racing

Last revised on July 1, 2011 by Prads

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1. Introduction:

Seam Racing is a drag racing game with real life cars but not so realistic physics where you race against ghost car opponent. Goal is really simple; just win the race by racing from point A to point B before the opponent crosses the checker flag.

This is also the first 3D game I have ever written. Game was written from scratch in C++ with DirectX API and the models were created in Google Sketchup. Some of the models were taken from Google 3D Warehouse. For sound, XAudio2 was used.

Game has 4 cars and 3 tracks for now but the cars and tracks can be added so more cars and tracks will be available soon.

2. Installation:

Extract the files from 'seam.7z'. Before you run the game, open 'Seam Config.exe' and choose a screen resolution. You can also set some settings which will be discussed in section 3 of this document. After setting the resolution, click on 'Save' button and then open 'Seam Racing.exe' to run the game. If you have any problem running it, you can post in our forums to get support. Visit: www.pradsprojects.com

If everything goes well, the game should run now. To navigate around menu, use 'Up' and 'Down' arrow keys on your keyboard and press 'Enter' to choose menu options.

3. Game Settings:

Game settings can be changed using 'Seam Config.exe' tool. You can change screen resolution, level of anti-alias (default is 2), V-Sync (default is on), Textures (default is Linear) and level of Anisotropic texture (default is 3). You can also choose keys used to control the cars by clicking on 'Control Keys' button and the position of gauges in the race by clicking on 'Gauges Position'. When you are happy with your configuration, click on 'Check Current Settings' to see if your hardware supports the configuration or not. Click 'Save' button if your hardware supports it.

4. Modes of Play:

a. Race Against CPU:

In this mode, you will race against a ghost car controlled by the CPU.

In the main menu, choose 'Against CPU' option. After that, choose the car you want to race with and then choose the opponent car. Lastly, choose the track you want to race on.

b. Race Against Previous Race:

In this mode, you will race against your previous race ghost car if you had saved the ghost data of the race. After every race, you can press Ctrl+S on your keyboard to save the ghost data.

In the main menu, choose 'Against Previous Race' option. After that, choose the car you want to race with. Lastly, choose the track you want to race on.

c. Spectate:

In this mode, you can watch the replay of your previous race if you had saved the ghost data of the race.

In the main menu, choose 'Spectate' option and then choose the track.

5. How to Unlock Cars and Tracks:

To unlock cars and tracks, you have to win races in 'Race against CPU' mode. Here's how to unlock all cars:

a. Dodge Viper SRT 10 – Win against Dodge Viper SRT 10 in 'Seam City'.

b. Porsche GT 2 – Win against Porsche GT 2 in 'Dolphin Park'.

c. Corvette Z06 – Win against Corvette Z06 in 'Construction Site'.

And here's how to unlock all tracks:

a. Dolphin Park – Win a race in 'Seam City'.

b. Construction Site – Win a race in 'Dolphin Park'.

6. How to Play:

You need to control the car using your keyboard. Here's the default Control Keys which can be changed using 'Seam Config.exe' tool:

Accelerate – Up Arrow Key

Reverse – Down Arrow Key

Right Turn – Right Arrow Key

Left Turn – Left Arrow Key

Gear Shift Up – A Key

Gear Shift Down – Z Key

Brake – Ctrl Key

You need to manually change gears in this game. Car won't pick up speed quickly if you are in the wrong gear. To start moving, start from the first gear and do not try to start from higher gears or else car won't gain speed quickly. Shifting gear from higher to lower also reduces speed faster. To have a good control of your car and good amount of speed, you need to learn how to shift gear properly with the help of the gearmeter which is above the speedometer by default. Reverse key doesn't act as a brake, so to brake use Brake key (Ctrl by default) instead.

7. License:

The Game:

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Graphics:

One or more textures on this game have been taken from CGTextures.com. These images may not be redistributed by default, please visit www.cgtextures.com for more information.

Music:

What You Want Kevin MacLeod (incompetech.com) Licensed under Creative Commons "Attribution 3.0" <http://creativecommons.org/licenses/by/3.0/>

8. Contacts:

If you need support, want to report a bug, or want to contact us for some other reasons, you can use our website: www.pradsprojects.com or email at pra2nepal@yahoo.co.uk