



Neon Shadow Drift

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Game: Neon Shadow Drift

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MDX Game Design

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Links

<https://wb92.itch.io/neon-shadow-drift>

<https://github.com/wberds/NeonShadowDrift>

<https://trello.com/b/ey8TUfXP/advanced-programming>

<https://youtu.be/TDGVRpMs-eE>

Game Analysis

A player transformed in a solo rogue racer in a dystopian neon city, but as a racing in underground circuits while dodging of surveillance drone's units. In this game, it is combines with fast-paced racing, fast-paced car with high equipment to deal with the drones never-ending of platform runner

Genre: Cyberpunk Endless Racer

Platform: IOS & Android

Target Audience: 12+, A fan of synth-wave or stealth-accomplishment and arcade racing

USP: centre on high-speed racing with stealth mechanics and narrating depths

Controls: One-touch Lane switching, hold-to boost

Mechanics:

Stealth zones to avoid detection

Active barriers and drone patrols

Power-ups: EMP, cloaking, turbo

Mode: Endless Run

- Story Operations
- Daily activities

Narrative setting

- Established in "Neo-Lx," a city that management by incorporated of AI lords/masters
- Player's reveal of many of secrets about their latest tech and find out of the resistance group
- find out of the dialog of missing pieces of encrypted transmissions to able to unlock myths of the city.

Inspirations

Games and Mass Media

In my mobile game "Neon Shadow Drift" is not another endless driving game this is ideally it is have links to high-speed tributing to the games that people use to enjoyed like "Crazy Taxi" & "Outrun," as I remember these games has an adrenaline trilling rush of weaving rough traffic in "Crazy Taxi," or the hypnotic synth-wave vibing of "Outrun?" this mostly of the feeling that mostly I want to retake, beyond on the dissatisfaction that much came within it.

As settings "Neon Shadow Drift" separately is its core on advanced of mechanics and player experience. I continually felt similar games like "Need for Speed: No Limits" stayed any too pay-to-win, or like "Asphalt" ensued moreover repetitive with their track design. In my "Neon Shadow Drift" delivers this by matching ambitious gameplay with a sense of development and breakthrough.

The neon-lit cityscapes are normally spawned, proposing a constantly changing environment that keeps each run fresh, unlike the static tracks in some endless runners. The drifting mechanic is also more natural than the occasionally chunky travelling in "Drift Max Pro," satisfying skill without feel too complex. At first, "Neon Shadow Drift" is about making a pure, untouched arcade experience for the modern mobile gamer. It's approaching learning the best parts of the endless driving genre – the speed, the style, the challenge – and polishing them to a mirror shine. My game built from a place of passion, inspired by the games of yesterday, but designed focus on the players of today. My game appeal to inspiration from the neon-soaked spheres of worlds like Cyberpunk 2077 and Blade Runner, combination of the adrenaline-fueled battling of Need for Speed: Most Wanted and Wipeout with the endless strength of Distance, DRIVE, and Slow Roads. As the Players become a lone rogue racer steering a dystopian city ruled by surveillance drones, everywhere all street is a battleground of speed, freedom, and rebellion. Similar as GRIP: Combat Racing, the plot features high-tech customisable vehicles built for both agility and survival, while its atmosphere echoes the pulsing lights and synth beats of Hotline Miami. From DRIVE, it succeeds to the innocence and free will of just picking a car, choosing a location, and hitting the road; from Slow Roads, it attains the composed, endless flow of a driven to the horizon to escape of experiences.

Academic

This strategy allows the team to see whether the main "endless" loop—procedurally generated roads, increasing speed or difficulty, and player feedback—keeps players interested. As a clear language and useful advice aid play testers and gain feedback from players early on.

Every infinite driving game has a powerful procedural generation at its heart. Ryan Watkins' Procedural Content Generation for Unity Game Development tells you how to create roads, obstacles, and environments in Unity. In this book talks about both random and deterministic approaches to assist designers create levels that are limitless, fair, and hard, all while keeping in mind how well mobile devices work. The focus is on real-world programming examples and how to balance variety with limited resources.

The game's unlimited runner mechanics and ability to keep players are very important to the restricted and infinite runner design theory by Eetu Pitkänen looks at "Neon Shadow Drift." Replay ability is affected by things like pacing, reward systems, barrier design, and psychological impulses like pursuing high scores and making progress that matters. Rohan Padte (Player Retention in Endless Runners) discovered that positive and varied feedback after runs, such as combo popups or playful teasing upon failure, enhances both player retention and interest.

Planning Phase

I require to develop plans over the whole game that I'm developing as it's meant to be a perpetual smartphone experience. Developing an outline over a mobile game which never stops was an intricate task that calls for careful planning and attention to every detail. This forms the basis for my creative journey.

The process began with an action of the idea, that defines the video game's main idea and its unique selling points (USP), that help it stick apart from a market full of competitors. For this to understanding of the target audience is most vital such as to identifying their own preferences and gaming habits to helps adapt of my game to meet the player of expectations to able to enhancement as well as engagement.

This concerns of my thorough of research that comes with the existing games to portraying of inspiration and pinpoint market gaps as my game can be able to fill-in. Following this, deconstructionism of original games that have inspired my project becoming as an essential. By analysing these games, I can break them down to comprehend their own mechanics, aesthetics, and user engagement strategies, allowing myself to distinguish with them each other.

This selection assuring on this is not only the most stunning features are of preferences within development it has critical component of this points that is sprite creation and visual fundamentals of this game come to life. as for example like making the car, its scenery, as well as items looks nice able to blend in within the game's general concept as well as layout as well. To make sure every object adds to a thrilling game play, they must be created in attention to detail. As together, as these steps from a complete planning phase that sets the stage for a successful actions of a never-ending mobile game experience such as in each race grows more dangerous the player must able to avoid of the drones adapting and the circuits advancement as pushing players to master their reflexes, upgrade their cars in a fight to stay one step ahead in a world where the chase never ending.

Project Management

GitHub and Trello

GitHub

The screenshot shows the GitHub repository page for **NeonShadowDrift** by user **wberds**. The repository is public and has 6 commits. The main branch is selected. The file list includes:

File/Folder	Commit Message	Time Ago
Assets	removed light flicker	1 minute ago
Packages	first commit	17 minutes ago
ProjectSettings	first commit	17 minutes ago
.gitignore	Initial commit	28 minutes ago
.vsconfig	first commit	17 minutes ago
README.md	Initial commit	28 minutes ago

The README section is titled **NeonShadowDrift** and contains the following text:

A player transformed in a solo rogue racer in a dystopian neon city, but as a racing in underground circuits while dodging of surveillance drone's units. In this game, it is combines with fast-paced racing, fast-paced car with high equipment to deal with the drones never-ending of platform runner

The sidebar on the right shows repository statistics: 0 stars, 0 watching, 0 forks. It also includes links for Releases, Packages, and Languages. The Languages section shows C# at 100.0%.

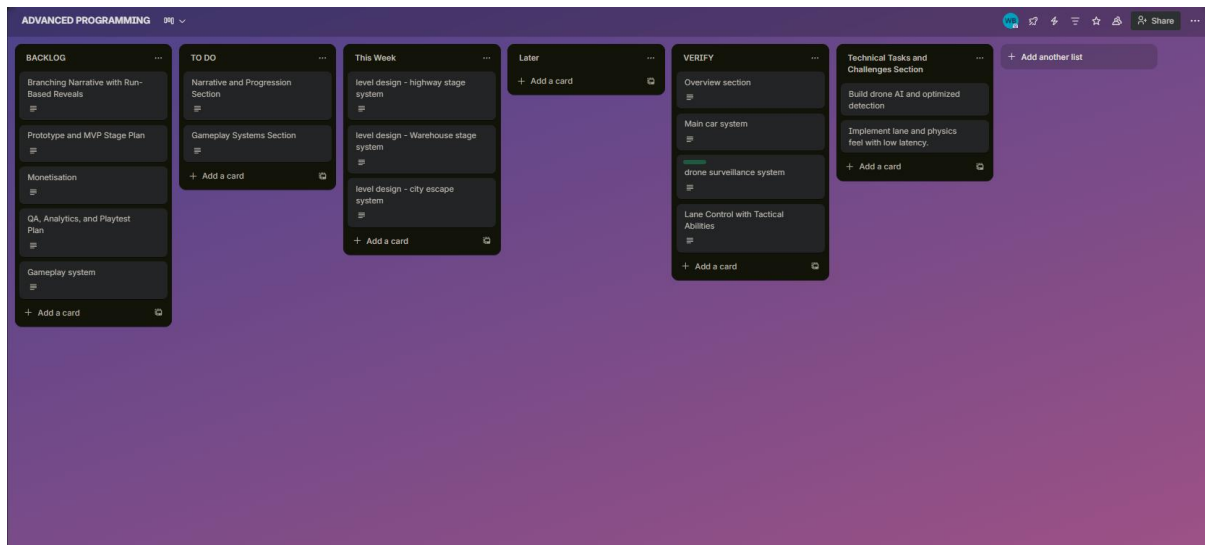
Screenshot = 08/12/2025

Link: <https://github.com/wberds/NeonShadowDrift>

Trello

I am preparing these things on Trello, which is an advanced programming tool. It helps me plan what to accomplish this week, what to do later, what to verify, and any technical chores and

issues I could have.



(Screenshot 02/11/2025)

Link: <https://trello.com/b/ey8TUfXP/advanced-programming>

Planning Documents

As a based on Tracy Fullerton's Game Design Workshop: A Playcentric Approach to Creating Innovative Games (2019), I've been digging to gain a throughout of the planning, deportment of the game(demo), playtesting and real-time feedback as this makes a difference for my game planning sector to able to development. As in Fullerton's playcentric method, all about prototyping, watching players, and tinkering within the design, as this is a line up perfectly with the work, I've put into the Neon Shadow Drift Game Design Document and demo. After analysis, I notice specific abilities, designs, along with fundamental trends which resonate to gamers. I also notice what grabs me, both when I'm wearing my designer glasses and when I'm just there to play for fun. When also development stages for the ideas of my planning layouts normally I turn all this theory into practice for my current project, I which I have lean on the STAR (Situation, Task, Action, Result) method to keep things on track. I really try to keep an eye on every step—calling out hurdles, pinning down design goals, running multiple test rounds, and weighing the results according to honest play tester feedback. Between Fullerton's methodical guidance, my hands-on sessions with my game (Neon Shadow Drift), and the structure of STAR, I've got a game design routine that manages to stay flexible, keep things tidy, and put the player first, every step of the way.

General: Game Range Structures

Stage	Description	Aim
Minimum Viable Game	Least likely create that demonstrates of the <i>fundamental gameplay circle</i> — drive, lane shift, obstacles, and basic feedback.	Playable prototype/demo
Full Game / Finished Game	Completely achieved skill with control, adaptive from the AI, various sectors (Highway → City → Warehouse), and covered methods.	Announcement-completed of the game itself

Importance Outline

Priority	Features
High (Core Loop) Red	A Basic Car + Lane Control + Maps + Basic Drone
Medium (Enhance Feel) orange	UI Feedback, Tactical Abilities, VFX/SFX
Low (Polish) blue	Adaptive AI, Secondary Drones, Environmental Interactions

Feature 1: Drone Surveillance System

Purpose: Active AI drones that identify and respond to player behaviour to add pressure, stealth, and adaptive tasks.

Factor	Description	Est. Effort	Priority
Basic drone prototype & travel	Simple hovering object that sees or hovers almost the player's car	1 week	High
Minimal detection zone	Visible cone using primitive mesh (e.g. Unity spotlight) that triggers an alert	1 week	High
Three Alert states	Passive → Investigating → Hunting, each with colour/audio feedback	1 week	High
Straightforward audio/visual feedback	Hoots, blinking UI, or small icons for discovery	3 days	Medium
Routine goal	Enhancement of the drone scripts, limit active drones	Ongoing	High

Aftermath: Rigid drone patrols that respond to the player plus the changes to the stealth play.

As Finished Game Add-ons

Factor	Description	Est. Effort	Priority
Adaptive AI (knowledge behaviour)	Drone adjusts scan radius based on player circles	2–3 weeks	High
Strategic drone capabilities	EMP zap, shield assist, item pickup	2 weeks	Medium
Multi-drone scenarios	Coordinated chases or group tactics	1–2 weeks	Medium
Advanced VFX & SFX	Scan beams, alert sounds, animation	1 week	High
System of measurement for stealth control & problems	Detect-event ratio, stealth planning	1 week	Medium

Result: Reflex, developing of the drone ecosystem that directs of the pressure of curve with passion.

Feature 2: Lane Control & Tactical Abilities

Purpose

Basic input loop — lane switching + tactical skills that make short play sessions fun and approachable.

Factor	Description	Est. Effort	Priority
lane movement system	Swipe or tap-based input for mobile	1 week	High
Boost mechanic	Hold to boost; temporary speed increase	2–3 days	High
One defensive skill (e.g., shield)	Cooldown-limited ability to survive	3 days	Medium
Basic HUD	Lane indicator, ability button, cooldown UI	3 days	Medium
Simple tutorial	Overlay with tap/swipe instructions	2 days	Low

Aftermath: One-handed, natural of lane-switching control that believes able on mobile.

Finished Game Add-ons

Factor	Description	Est. Effort	Priority
3–4 tactical abilities (EMP, Cloak, boost)	Using of swift-entrée of UI icons	2 weeks	High
Haptic feedback system	Vibration cues for hits, boosts	3 days	Medium
Combo system	Score multiplier for ability timing	1 week	Medium
Adaptive tutorial	Appropriate tips based on player errors	1 week	Medium
Energy/cooldown balancing	Forceful of the limits to encourage planning	1 week	High

Result: Rich but simple mobile control system with meaningful player decision loops.

Feature 3: Basic Arcade Car Setup

Purpose

Essential of gameplay physics — the endless drive, obstacles avoidance, and feel of the vehicle.

Component	Description	Est. Effort	Priority
Car “prefab” as a box collider and rigid body)	Simple player car system	1–4 days	High
Forward motion + navigation	Written forward force + side by side movement (left or right system)	1-4 days	High
Accident ruling	Obstacle hit = reset or slow down	2-3days	High
A camera in-follow system	Smooth-follow camera without any small but no lagging	5 days	High

Component	Description	Est. Effort	Priority
Easy obstacles & power-ups	Generation of a basic with many barriers & small pickups	1.5 week	High

Aftermath: Essential of an endless driving encompass should be functioning from end-to-end.

Finished Game Add-ons

Factor	Description	Est. Effort	Priority
Physics tuning	More refined handling, responsive feel	1 week	High
Polished VFX/SFX	Engine sound, tire screech, neon trails	1 week	Medium
Vehicle damage & feedback	Visual cracks, sparks, shake of the phone	On-going	Medium
Score system	As a local score system within	On-going	High

Result: as a smooth, approachable of an arcade control that secure of all other features.

Feature 4: Levels — Highway, City, Warehouse

Purpose

Discrete within of an environment with visible of variety and rising for the difficulty sectors

Factor	Description	Est. Effort	Priority
Highway sector (looped)	Endless procedural road	1–2 weeks	High
Procedural obstacle spawning	Random lanes, spacing	1 week	High
Basic skybox and neon lighting	Cyberpunk atmosphere prototype	3 days	Medium
Performance check (lighting)	Optimising of a 60 FPS mobile	Ongoing	High

Aftermath: as playable vertical slice — highway endless run with core systems.

Finished Game Add-ons

Factor	Description	Est. Effort	Priority
Cyber City sector	Complex crossings, traffic, drones	2 weeks	High
Warehouse sector	Indoor visuals, laser grids, forklifts	2 weeks	High
Environmental interfaces	Signs, glass, fog, reflections	1–2 weeks	Medium
Adaptive difficulty curves	Adjust spawn frequency with passion	1 week	High
Cyberpunk soundtrack & SFX	Synth-wave, rain ambiance if added	1 week	Medium

Result: Fully accomplished of the multi-sector endless runner within as a cyberpunk atmosphere.

All of these above is an objects that is Script capable of objects that is I need to use to developing as the features within of the Neon Shadow Drift GDD and the demo of the game as well.

Problem Solving Logbook

Issue	Explanation	Impact Level	Result
Drone	The idea to have a drone that move toward the player, search for the player, if the drone seen the player, it chases them	Try to able to watch different types of YouTube video or even unity learning page that might be useful to be use.	If I have more time to finish up the drone where to start writing up the script, add a rigbody, as well as it been taken out as final result because this would not work at all as it has a high technical problem within all for my Game design pitch. As in use of Trancey Fullerton Game Design workshop, this help me to create an AI drone action that the drone system might reaction as I try to follow her approach but I have problem with this issue as I have been followed in all of the suggestions in the book by creating small prototype of designs as AI drone by their testing as a behaviour. For example, into different types of pieces like movement, detection and the reaction that I could have been solve in each part as a separately instead of being as overwhelming.
Road	The road is not working at all	Trying to sort it out by watching many of	For this, I now can be able to have the road

		different YouTube videos and the unity help or unity learning page	have a loop for the car can look like the car is moving across the level which I am very happy with. In the book “Level Design for Games: Creating Compelling Game Experiences”. In this book help me to try to build up the road itself but not designing the whole road system at once. For example, design the tiles into very small cubes at have a time limit once the player trigger this and it been reset ahead and there is another one ahead. Where it reset again. This problem helps me to management to build up better and more engaging as the road tiles comes up. As I’ve been able to achieve for this is a looping road, so it looks like the car is constantly driving forward throughout of the level, as this effect is exactly what I wanted in the game itself. With help from <i>Unity 2022 By Example</i>, I had learned by not to design as the entire road at once, but instead to break it up into small, modular tiles or cubes. In each time the player moves forward, it crosses a certain point or
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			trigger, the game spawns another road tile ahead and recycles or resets the ones left behind. This method makes the road feel endless without using up a lot of memory, and it keeps the experience engaging by allowing me to vary the tiles as they appear. The approach also gives me more control over how the level evolves, helping me create an endless runner game that's both efficient and fun.
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