

# Out of Racing

Out of Racing is a **Player Controlled Design game with acrobatic racing against environmental obstacles**. This 3D game offers players both the excitement of designing their own tracks and racing in same tracks that they had designed. The game captures **the balance between simple physics and natural conditions** to provide a **challenging design requirements** for the players who must complete the challenge to level up and earn better gear.

Players start on the designing level where they can travel around the constructed level like a ghost and add their own parts to create a track. They have **limited amount of additions** for each level so it must be carefully considered. **Less addition they make, more points they win** at the end. After the designing part is over, Players go into their vehicles and try to complete the challenge. Of course they need to be prepared for the incoming surprises of the constructed level as well. The players' main source of conflict is their own imagination and **obstacles that are prepared for the racing part of the game** which is invisible until the race starts.

Monster Track aims to awaken the players' creative side while having a lot of fun. It tries to give both brain exercises and rush that comes with the racing in the same platform. Monster Track has an exciting tone throughout the game

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