Computer Touring Car Championship (CTCC)

Version: 0.6.1 beta
Release: DEMO

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Introduction

CTCC is a 2D racing game developed in BlitzPlus (www.blitzbasic.com). The game was inspired by classic 2D racers such as Super Cars II on the Amiga but with the intension of making it solely about racing rather than weapons etc.

Requirements

Although CTCC is a 2D racer, it will still require fairly powerful computers to run. The reason being that the color depth and screen resolutions have greatly improved since the "Amiga Days" – which in turn requires additional power to handle at high video refresh rates.

I recommend no less than a 500MHz CPU and a decent quality graphics card with 32MB memory or more for the game to run decent. I will hopefully receive more feedback about how the game runs on lower spec computers by releasing this demo as I have limited access to equipment.

Notes on car handling

Cars will not handle to everyone's liking or according to real life physics. I have tried to find a neutral approach which will enable fast and fun racing at the same time as making it possible to go around sharp corners at high speeds.

Cars _do_ however accelerate and reach theoretical top speeds fairly appropriate in relation to real size cars.

Release Information

This is a Beta Demo release aiming to gather information about bugs and general feedback about the game itself. Please note that the final product will be different in terms of features and content. There will also be a fair number of bugs in this release so please be patient and report bugs that you encounter to CTCC@IMPHENZIA.COM (When reporting bugs, please attach the file _ctccdebug.log_ found in the installation directory of CTCC)

Missing Features

The Internet / LAN functionality unfortunately had to be disabled for this demo release as it is under reconstruction. The final release will allow up to 8 players to play across the internet or a LAN connection.

The number of cars and tracks will also greatly increase in the final release.

Comments

Please provide comments, feedback and bugs to CTCC@IMPHENZIA.COM

I am developing this game in my somewhat limited spare time which is why it is a long process.

If you enjoy playing this demo, please consider contributing to the development through PayPal. Any donations over $5 will automatically enable you a "free" copy of the game once it is released.

For more information please visit http://www.imphenzia.com/games/ctcc_home.asp