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COMP 585: Game Critique

GRAN TURISMO® 6
THE REAL DRIVING SIMULATOR
PREMIERA: 6/12/2013
Gran Turismo 6

- **Type**: Racing Simulator
- **Developed**: 2013
- **Developer**: Polyphony Digital
- **Publisher**: Sony Computer Entertainment
- **Platform**: PS3

- **Designer**: Kazunori Yamauchi
  - Polyphony Digital, CEO
  - Professional race car driver
  - Video game designer
The Cars

- 1200+ cars to choose from
- Based on Performance Points (PP)
- Standard/Premium
- Detailed interior view
- Vision Gran Turismo
- 15th anniversary of GT
- Sneak Peak/Previews of new concept cars
  - Example: Toyota FT-1
The Tracks

- 71 layouts, 33 tracks
- Variable time/weather
- Correct astronomy
- GPS surveying for accuracy purposes
- Classic franchise tracks
- Real world race tracks
Game Modes

- Arcade
- B-spec
- Coffee Break
- Career
- License Tests
Social Gameplay

- Online communities
- Clubs
- Open Lobby
- Seasonal Events
- Encourages social interactions
Attention to Detail

- Driving variables
  - Transmission/stability/ traction control

- Driving dynamics
  - Tires/suspension experimenting
  - Limit handling situations are real to life
Useful Tools

- Teaches player about car physics, limits, performance parts
- Data Logger
- GPS Visualizer
- Motec i2 Pro
- Logitech G27 Race Wheel
The Shortcomings

- Collisions are very fake
- Catching air/flipping
- Engine sounds are artificial
- Custom engines/driveline
- Customization of cars
Conclusion

- Concrete GT5 sequel
- Perfect the art of driving
- “The Real Driving Simulator”
Video Demo

https://www.youtube.com/watch?v=Enm27QDcI1U