

EXTREMELY FAST RESCUE

Background

With the increasing scale of modern cities, there are more and more emergencies in cities. The requirements for the corresponding speed of emergencies are also getting higher and higher.



Ambulance
The citizens are ill, and they need you to arrive quickly.



Fire Engine
The city building caught fire. Citizens are trapped in buildings.



Police Car
Experience the thrill of chasing criminals. Defend the city.

Emergency telephone number

Ambulance	120
Firefighting	119
Police	110

Game Design Background

In this game, you will play a fireman, policeman or doctor to guard the city. You will experience the real rescue process and sense of oppression.

Save lives! Challenge multiple driving and rescue tasks! Act quickly. Explore cities. Become the guardian of the people!

Do you want to be a fireman? Now, you can! Your city is on fire, and citizens are trapped in buildings!

Do you want to be a policeman? Now, you can! Your citizens are in trouble and are asking you for help!

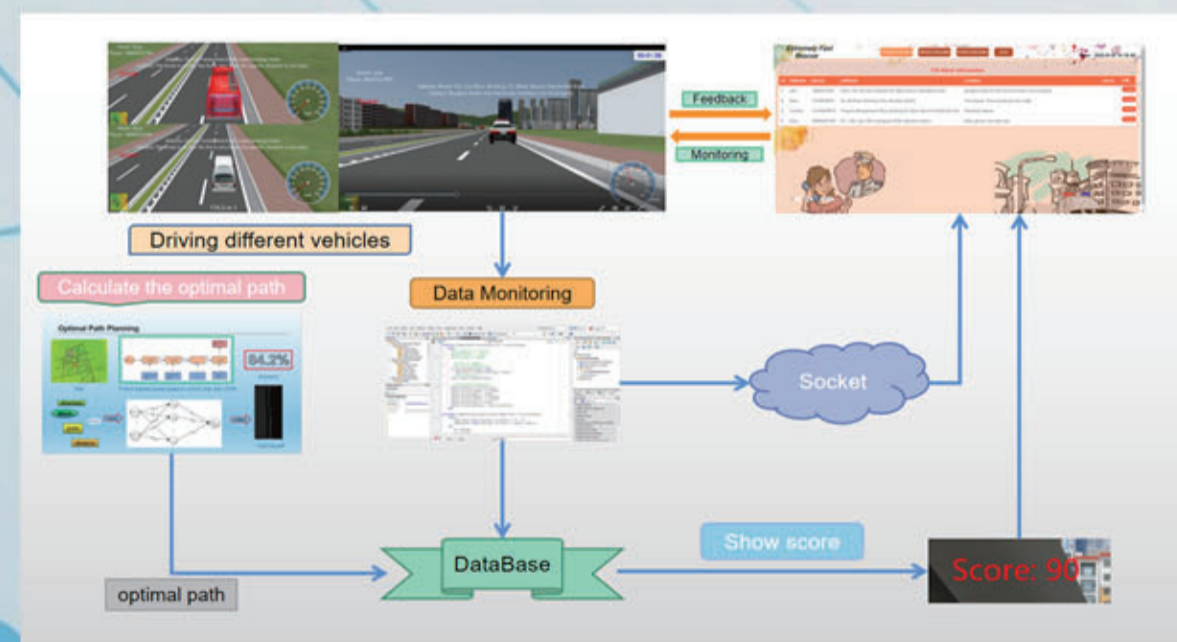
Do you want to be a doctor? Now, you can! Your citizens are ill, and the situation is very urgent!

This is your chance to show your courage. We now need you to respond quickly and drive the corresponding vehicles to quickly reach the shopping malls, banks, schools, office buildings and other sites.

Concept & System Architecture

In order to experience the tense rescue in reality.

We use UC-win/Road software to simulate rescue scenarios of ambulances, fire engines and police cars. And calculate the time spent from the vehicle to the destination. Compare with the time spent on the optimal path. Get the final score.



Concept & System Architecture



Driving a fire truck



Driving a police car



Drive an ambulance



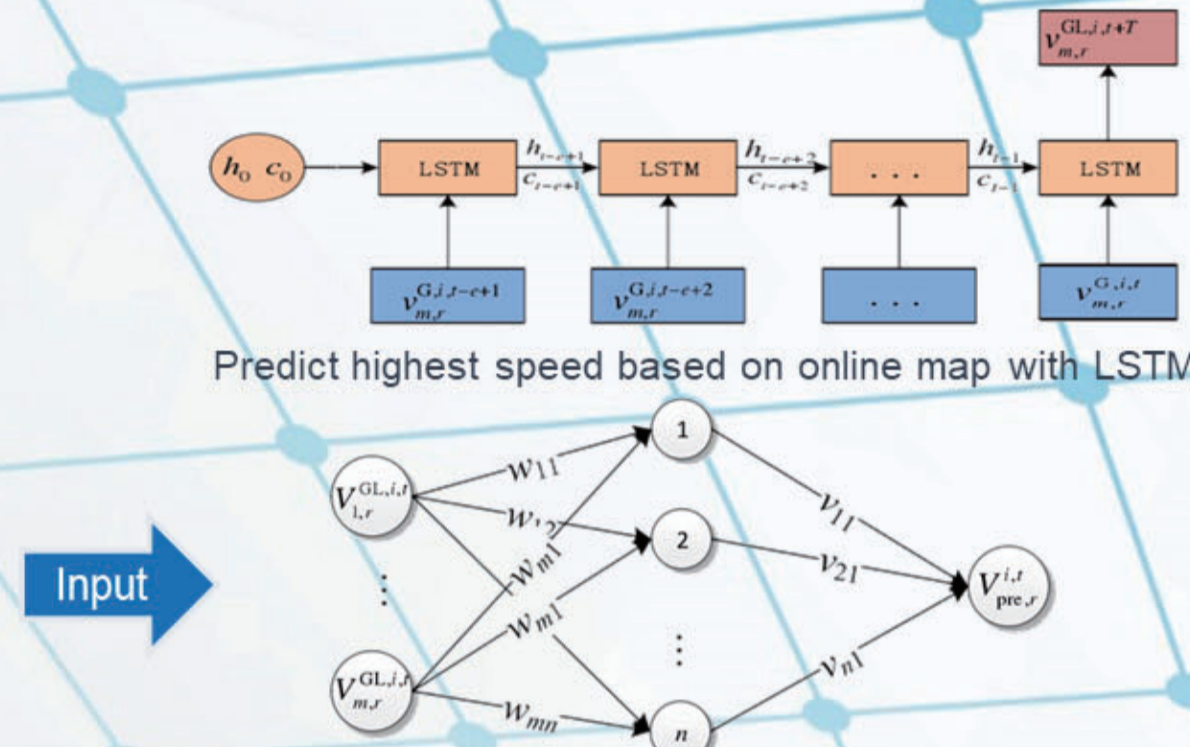
Reach the destination

Optimal Path Planning



Map

- diversion
- point
- direct
- distance

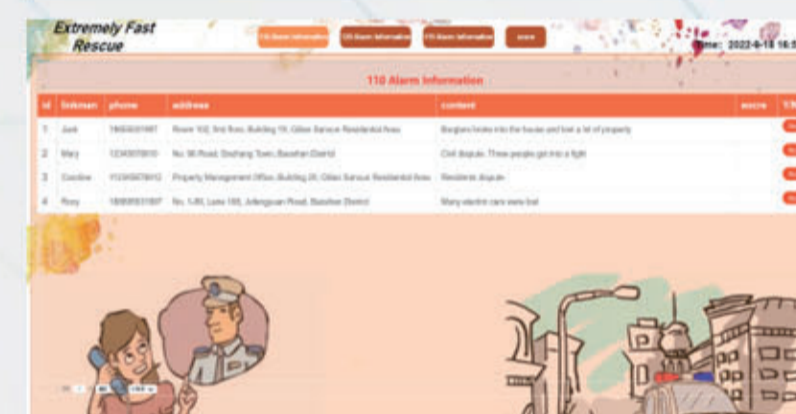


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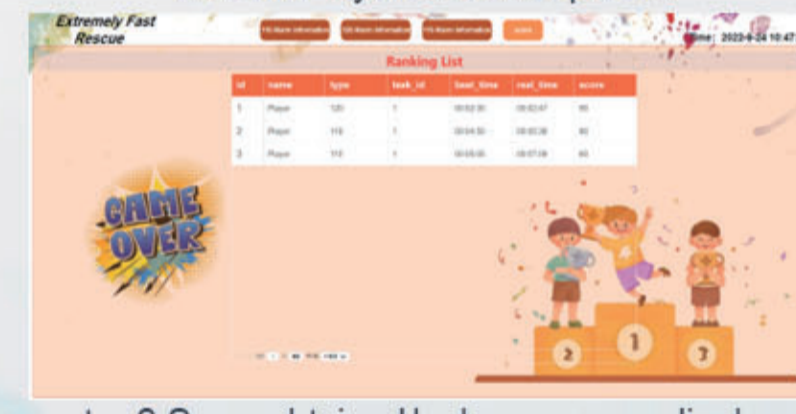
Accuracy

Optimal path

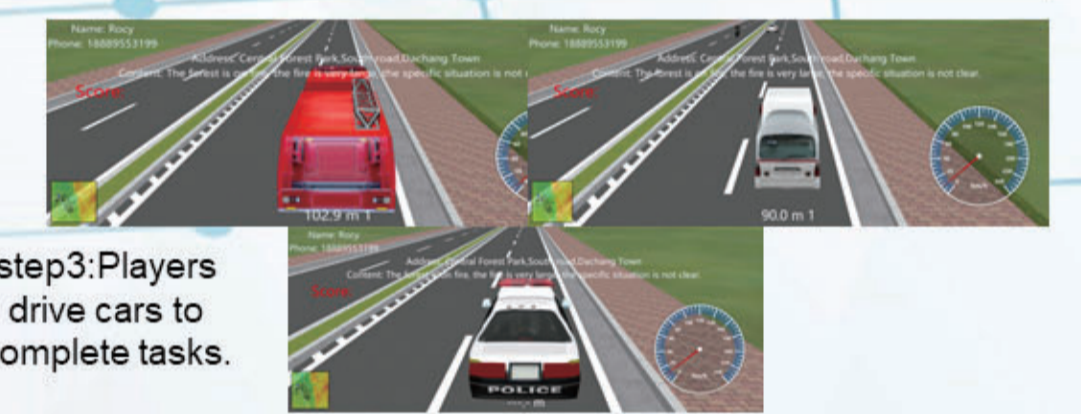
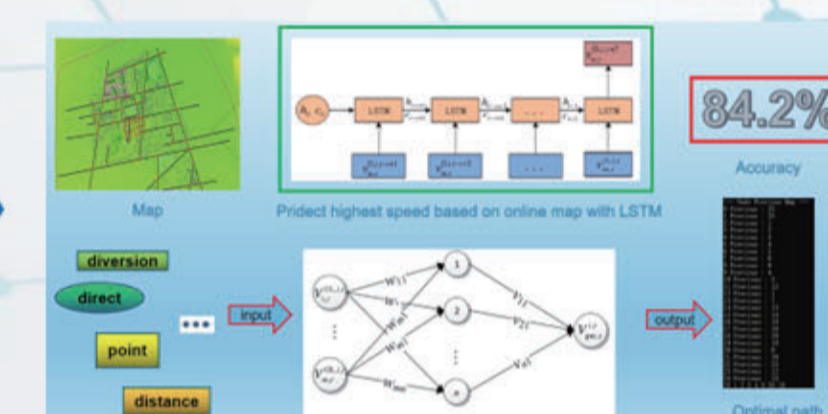
SDK Plugin and Socket Communication



step1: The rescue task is released on the big screen. Players receive quests.



step6: Score obtained by large screen display.



step3: Players drive cars to complete tasks.



step5: The time taken to reach the destination is output.



step4: Pass the current task target.

Future

We will make bigger maps and provide more route choices.



We will increase the number of emergencies in the rescue process, such as traffic jams, road repair, etc.



We will optimize the level settings to make each level more difficult.



We will optimize the in game model to make it look more realistic.

