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# **Title: Rocket Jump Racing**

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# **Overview**

Based in a First Person perspective, Rocket Jump Racing( RJR for short) is at its core a fast paced game of skill and timing. In the racing mode, players must compete with one another to race across, up, and even through obstacles to claim the victory of first place, with the help of some very useful power ups along the way. In Hot Potato mode, the rules are simple, when the timer reaches zero, don’t be the one holding the potato. The mode continues until only one is left standing. There’s just one catch to both of these modes, the only weapon you have is a rocket launcher, and the best way to move is to rocket jump.

## Background

The year is 2XXX. Humans have conquered the hurdles of space travel, but without much else to entertain them, they’ve gotten creative. Introducing: RocketJump Racing, a new intergalactic sport full of all the things that bring us joy and fun: heartwarming stories of young upstarts, family, friends, chaos and combustion! You’ll have to use your wits, and plenty of military grade explosives to be the fastest in this reactive race.

Of course, if racing isn’t your style, we have plenty of other shows to delight and entertain you. Such as Pineapple Payload: An arena style sport where the last one standing amidst a pile of juicy explosions is the winner.

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# **Gameplay**

## Game Modes

### **Racing -**

The objective of this mode is to get to the end before everyone else by using your rocket launcher, skills, and power ups to launch yourself farther and/or thwart other players. The farther behind the player is, the more powerful the power ups they can obtain.

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### **Pineapple Payload -**

Pineapple Payload is a mode where players fight to be the last one standing. One player will start off with the pineapple, and can pass it off to another player by getting close enough to them. After a certain amount of time, the player currently holding the pineapple will be eliminated and a random player will be given the pineapple.

## Mechanics

**Racing:** The primary premise of the game is built upon rocket jumping to enhance mobility and gain speed. Rockets have a cooldown/reload duration so they can’t be spammed and each character in the game has a rocket that works differently from the others. Characters also have an alt-fire ability that is entirely unique to each of them. To help with the innate imbalances of this, we are also including a Power-up system similar to that of Mario-Kart. The only difference is that these power ups will not affect the rockets themselves, but the characters.

**Pineapple Payload:** Same mechanics as the base Racing gamemode, however in Pineapple Payload one player starts with the Pineapple and must pass it off to other players before it detonates. They do this by shooting other players with the pineapple. If they successfully hit another player, the Pineapple gets passed to them. Any play caught with the Pineapple when it detonates are eliminated. This cycle repeats until one player remains. While the player has the Pineapple, their primary fire is replaced by shooting the Pineapple, and they gain a movement speed boost and a jump height boost.

### **Controls- Keyboard & Mouse**

WASD to move

Mouse to look/aim

LMB to fire

RMB alt-fire

Space to jump

Escape to pause/ change settings

## Levels

### **Racing -**

***The Racing Arena*:** Futuristic, space theme based on a space station. Includes vertical and horizontal elements for players to move through, jump pads, music based boost pads, and moving obstacles.

### **Pineapple Payload -**

***The Pineapple Pain Penitentiary*:** Gladiatorial arena. Includes various levels of platforms for players to jump on to avoid the person with the pineapple/ surprise players without the pineapple as well as jump pads that are tied to the music beat, allowing for extra challenge to players with the pineapple.

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## Content (Assets)

**Characters**

Potato Man(DT aka Dick Tater aka Richard Tater)

Grand Champion Pineapple (Chappy as dictated by the Pineapple hive mind)

Syr Felix Trystan Coco Bastardo Urbain Pimento Spooneybarger Noodles Snodgrass LXXXII (aka Figgins) - Stretch goal

Sasha the Intergalactic Russian Non-binary Rhinocerus.

**Weapons**

Spud gun

Spud projectile

Pineapple

Pineapple Payload gun(separate weapon)

Pineapple juice(makes surface slippery, when it hits a player, slows player)

Proximity mine

Blunderbuss (more direct than AoE compared to Spud gun)

Blunderbuss sound (meaty, but vaguely like a trumpet/tuba)

C4 projectile

Trigger Projectile( auto detonate timer?)

Noisy Cricket style pistol

**Audio**

Spud screams( multiple different audio files)

Spud gun sounds( grenade launcher)

MashShot (Mash Potato shotgun shot)

Level Music

Champion’s Belt

Level Music

**Level Assets**

Mini Map

Jump pads

Boost Pads

Power up pads

Power up Pickup

## Power ups (icon)-Effect

* Jump boost
* Speed boost
* Cloaking
* Super boost
* Multishot- fire multiple shots without needing to reload
* Reload speed boost
* Shield- up until shot, or duration is up
* JaegerNaut- Reduced knockback effect
* Grappling hook
* Heat Seeking- next shot is targets closest enemy
* WMD - AoE super knockback that repels all attacks
* Cryo Missile- turns surface hit into a sheet of ice
* Smoke Bombs
* Grav bomb- forces all nearby players onto the ground
* Pause the record- temporarily stops the music and anything depended on the music
* Rocket Man- basically a bullet bill
* Air Strike- target the people in 1st through 5th with devastating bombs