Game Concept Document

For

Maths Racer

By

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Introduction

Math Racer is an innovative game that blends the thrill of high-speed racing with the challenge of solving maths problems. Designed for players of all ages, Math Racer turns learning into an exciting adventure. While the vehicles' auto-navigates through the race tracks, they must solve maths challenges that they must solve in given time limits. Correctly solving one will reward the player's vehicle with a boost while incorrect answer will lead to the car jamming in the middle of the road.

Game Treatment

Premise

"In **Math Racer**, players will spawn at the start of a racing circuit where they will race against other players or AIs. Unlike most racing games, the player won't be controlling his/her car in any way other than providing a periodic boost. This boost can be produced indefinitely as long as the player answers the maths question on their screen correctly, that too within a short time limit. No boost if answered correctly but outside of the time limit. But, if the answer is wrong, their car will stall for a few seconds - which can be crucial in winning the race. Also, every game the player can also solve a special question which can create unique effects like permanent speed increase, teleportation and much more."

Hook

- The game will feature different kinds of AIs which the player can race against. Furthermore, the player can also join into a local multiplayer session where they can race against their friends.
- The game will record how fast someone has finished a certain circuit and give them a high score to beat.
- The time limit to solve maths problems will become shorter and shorter while the problems become harder, providing a challenging experience to the players every time they play the game.
- The special question mechanic can cause fun interactions among the players, as they can cause a lot of chaos and confusion.
- Players can unlock different vehicle skins and decals with the points earned after finishing the race.

Game Mechanics

Core concepts of gameplay, including:

Rules of Progression

"Players start with a basic race car and race on beginner tracks. They can solve maths problems during the race to gain speed boosts. Winning races allows players to return to the garage where they can trade their race earnings for new cars."

Challenge Mechanics

"With each question solved, the time given for solving the next question will decrease while the complexity of the question will increase."

Needed to play

- Display Monitor
- Keyboard

Monetization

Production Plan

Assuming you intend to publish the game, how will you go about producing the final copy of the game? How much will it cost?

Describe the roles and responsibilities of each member of the production team.

Target Audience

Who is the primary customer of the game?

Marketing Plan

How will you go about selling your game to your target audience, once you produced it? How many games do you expect to sell? Describe any monetization plans, e.g. rule add-ons, token add-ons, T-shirts, plush toys, that players can purchase.