Motocross Madness

Overview/Theme

Idea Summary

A motocross game set in the mountains. Player goes through difficult road tracks in the mountains and survive the curvy paths.

Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?
Ans: It will be an adrenaline pumped motocross driving game. It will give user a sense of excitement and joy when he rides through the mountains.

Mock Ups

Use mockups that you have made, stock images, game screenshots or doodles to showcase how the game works. The quality / accuracy of the image doesn't matter, it can be a badly drawn doodle but should explain the core game.

References (Optional)

Simple Motocross Physics | Physics | Unity Asset Store

Art Style (check any number of boxes that apply)

- 3D
- High Poly
- Photo Realism

Look & Feel / Camera
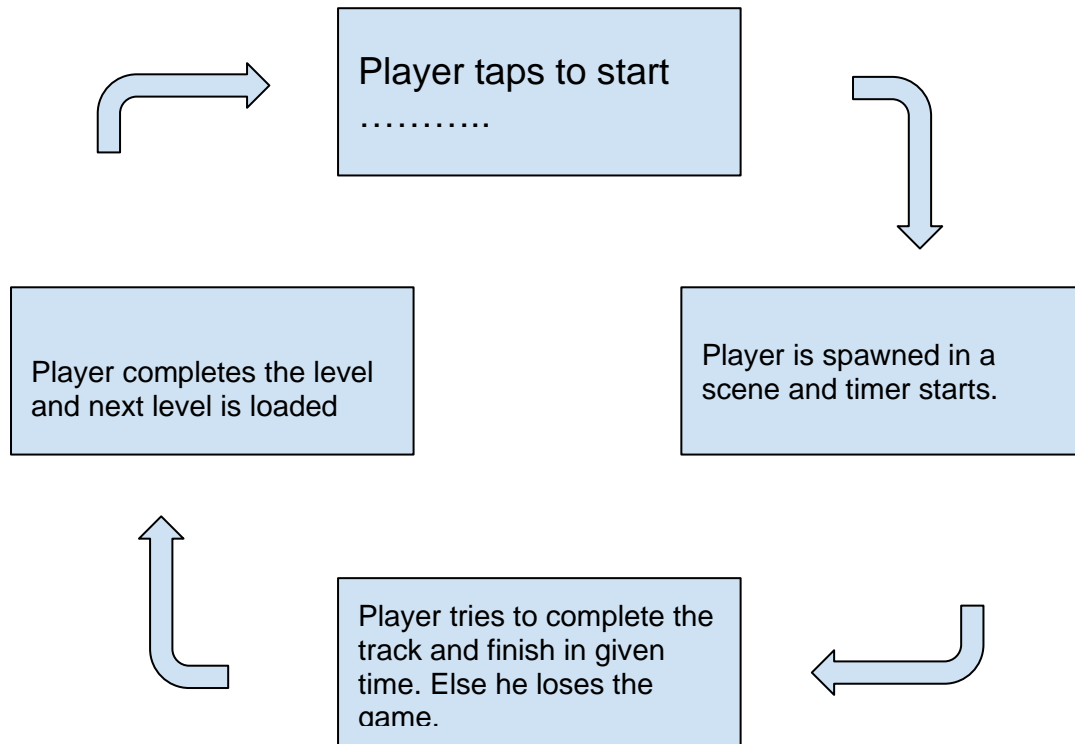
- First Person
- Third Person
- Over The Shoulder.

Mechanic

Controls

- Landscape
- Tap
- Hold
- Release
- Other

Core Loop (Feel Free to Replace the Diagram Below)

```
        ┌──────────────────────────┐
   ┌───▶│ Player taps to start     │───┐
   │    │ ………..                    │   │
   │    └──────────────────────────┘   ▼
┌──────────────────────┐        ┌──────────────────────────┐
│ Player completes the │        │ Player is spawned in a   │
│ level and next level │        │ scene and timer starts.  │
│ is loaded            │        │                          │
└──────────────────────┘        └──────────────────────────┘
   ▲                                     │
   │    ┌──────────────────────────┐     │
   └────│ Player tries to complete │◀────┘
        │ the track and finish in  │
        │ given time. Else he loses│
        │ the game.                │
        └──────────────────────────┘
```

Progression

- Level Based
- Score Based
- Upgrade Based
- Star Based