UNDERGROUND SPORTS

Working title

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# Outline

The idea of our project is inspired by ‘Winter Challenge’ (Accolade and Ballistic 1991). The project uses the same concept of collecting medals by winning sport-related challenges and upon completion, the player will be rewarded with a medal matching their overall position. The sports we’ve chosen are from all over the world but are niche and rarely televised. The world map where the player tours the globe to take part in these sports. The game includes a ‘Training Mode’, where the player can choose to play each sport individually and receive medals to track their improvement (not tied to Championship Mode). On ‘Championship Mode’, the sports have a fixed rotation set around the world in which the player must collect medals, if the player wins consecutive gold medals by the end of Championship Mode, they will receive a trophy. Players can also read a small clip of the history behind the sport they are taking part in before beginning.

Hyper Sports

**List of suggested sports:**

Wife carrying (Finland)

Tuna tossing (Australia)

Caber tossing (Scotland)

Pacu Jawi (Indonesia)

Ostrich Racing (South- Africa)

Hot dog eating (U.S.A)

**Under consideration:**

Toe wrestling (Derbyshire, UK)

Extreme ironing

Buffalo racing

Lawnmower racing (England)

Redneck Skeet (U.S.A)

Zorbing (New Zealand)

# General Mechanics

2D, cartoon, side scroller

Game character repping UK

Menu

* Championship mode
* Training mode
* Quit

Game Menu

* Accept challenge / sign here button

Globe?

Timer for each game

Calculator (medals)

Physics

Music (8bit)

Goal settings

## Extra Mechanic:

AI (opponents)

# Sport specific mechanics

## Wife Carrying, Ostrich racing and duck racing

Character controller left to right

Goal set by reaching a collider

Completing time defines the received medal

Speed

Rigid body

Jump

Resistance for objects (water/wind)

Obstacles

Animation

UI for controllers, time, position

## Tuna tossing and caber tossing

Distance measure

Speed meter

Time

UI for controllers, and time

## Hot dog eating

Most hot dogs eaten within given time

Meters

* Digestion
* Hunger

Timer

# Additional ideas

Leader board for AI opponent

Difficulty settings

Choosing player (Traditional attire)

Music being national anthems

Positional mapOstrich racing

* Tap space bar for movement
* Up and down
* No obstactels

Wife carrying

* Forward
* Water/mud tab space for speed
* Obstacles timed tab space

Pacu Jawi

* Bull speed meter
  + Options to increase
    - Bite super speed (certain time can be used only certain number)
    - Stick? Other speed to be used ore regularly
* Ox can stop or slow down if you upset it

Hot dog eating

* Stamina
* Hunger
* Water

Tuna Tossing

* Speed meter red to green to reach the goal area

Caber tossing

* Hit the green to get long distance