

EPR-Ghost Run

GAME DESIGN DOCUMENT

V1

2025-09-20.

EPR-Ghost Run



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Introduction

EPR-Ghost Run is a 3d strategic and thriller themed racing game where the player must complete lap along a track but with every complete lap a time trial car will attempt to chase and destroy your vehicle

the idea for this was inspired by time trial races in popular cart racers (Mario kart and Sonic all stars racing)

Goals

the goal for this project is to see how engaging a single player time trial game could be

this concept has a lot of hole that have been opened up in prototyping the biggest is that in a race track there is a clear best route that if you achieve you just lose the game and if this idea gets out of a prototype stage will need to answer

Game World

EPR-Ghost Run is a 3d strategic and thriller themed EPR-Ghost Run takes place in an old industrial district the timeframe is around the 90's to early 2000's.

Game mechanics

EPR-Ghost Run is at its core a race against your best time on a track you start at a start line, and your goal is to progress through the track as quickly as possible

- Trial ghost
- Sabotage

the game is set as a classic arcade style racer the player takes control of a single car with a camera placed at a 3rd person perspective the player can steer acceralte brake and reverse

the players goal is to always be the first player to cross the finish line if they are 2nd they lose

trial ghost

by taking positions over the course of a player's lap time a npc "ghost" is spawned it uses your past movements as a guide however besides having the goal of mimicking your last lap it also intends to sabotage you

Sabotage

While going on its path the ghost may try to crash into you slowing you down if it beats you its game over and you lose