Super Car Arena 2K16

Unreal Project Proposal

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Our idea is to create a car arena game, where the goal is to fight other players and eventually be the sole winner. The game will feature top down graphics with 1-4 players on the same screen simultaneously. The game will revolve around a knockback system. The knockback system will increase the knockback on players who has taken more damage, making it easier for other players to knock them out of the level or into hazards such as pits, rotating fire beams and ejecting pads which will launch players who touch it high up in the air. In order to make the game more exciting, it’ll also feature exciting power-ups, such as oil spills, machine guns, spikes, and several others.

The main inspirations for this game will be the Mario Kart balloon battles and the Super Monkey Ball fighting mini-games, which are all about arena fighting and elimination, but there are some minor inspirations as well, such as the single camera action found in the “Mashed”-series on Xbox and Playstation 2.

Level-wise, the game will initially only feature one level, which is an arena level, but as development progresses, the game will include several levels which will feature different traps and power-ups.

Concept Art (-By artist Tim Lindstam)

