

GAME DESIGN DOCUMENT



Flag Racer

Subtitle: "Capture the Flag, Speed Style!"

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Table of Contents

1. Game Analysis
2. Mission Statement
3. Genre
4. Platforms
5. Target Audience
6. Unique Selling Points
7. Core Gameplay
8. Gameplay Mechanics
9. Level Design
10. Multiplayer Features
11. Control Scheme
12. Game Aesthetics & User Interface
13. Game Audio Design
14. Schedule & Tasks

Game Analysis

Flag Racer combines the adrenaline rush of car racing with the strategic gameplay of capture the flag. Players control cars in a dynamic multiplayer environment, aiming to grab the flag and outmaneuver opponents to secure victory. It offers fast-paced action with skillful driving and tactical teamwork.

Mission Statement

"Deliver a thrilling multiplayer experience where players race, drift, and strategize to dominate the arena and capture the flag."

Genre

- Multiplayer Action-Racing

Platforms

- Android
- iOS

Target Audience

Casual and competitive gamers, ages 12+, who enjoy action-packed multiplayer games and fast-paced driving experiences. The game is ideal for fans of racing games and strategic team-based gameplay.

Unique Selling Points (USP)

1. Intense real-time multiplayer car battles in a capture-the-flag format.

2. Unique car abilities (e.g., speed boost, shield) to enhance strategy and gameplay variety.
3. Multiple vibrant arenas with dynamic obstacles and hazards.

Core Gameplay

- Players race against others to capture the flag while dodging obstacles and opponents.
- Once the flag is captured, the player must drive it to their team's goal while avoiding being intercepted.
- Other players can bump, block, or use power-ups to reclaim the flag.

Gameplay Mechanics

Core Loop

1. Players spawn in an arena and race to capture the flag at a central location.
2. The flagholder becomes the target as other players try to intercept.
3. The round ends when the flag is successfully delivered to the team's base or time runs out.

Flag Dynamics

- The flag drops if the holder's car is hit or flipped.
- Flag status is visible on the HUD to all players.

Abilities and Power-ups

- **Speed Boost:** Temporarily increases car speed.
- **Shield:** Protects the car from being bumped or flipped.
- **Oil Slick:** Drops a trail to slow down or spin out pursuers.

Scoring System

- Points for flag captures, assists, and knockouts.
- Team-based scoring in team modes.

Level Design

Arenas

1. **Desert Canyon:** Features tight turns and cliffs for high-risk gameplay.
2. **Urban Chaos:** Includes traffic obstacles and narrow alleys.
3. **Icy Wasteland:** Slippery surfaces add a challenging twist.

Dynamic Hazards

- Moving barriers, ramps, and destructible objects add variety to each round.

Progression

- Players unlock new arenas and cars as they level up or achieve milestones.

Multiplayer Features

Game Modes

1. **Free-for-All:** Every player for themselves.
2. **Team Mode:** Teams of 2-4 players compete to capture the flag.
3. **Time Attack:** The flag respawns multiple times; the team with the most captures wins.

Matchmaking

- Skill-based matchmaking ensures balanced competition.
- Quick Play and Custom Match options.

Networking

- Real-time multiplayer using **Photon Unity Networking (PUN)** or similar.
- Low-latency support for smooth gameplay on mobile networks.

Control Scheme

Touch Controls

Input	Action
Left Thumbstick	Steer car
Right Thumbstick	Accelerate/Brake
Tap Button	Use power-up or ability

Optional Gyroscope

- Players can steer using gyroscope controls for a more immersive experience.

Game Aesthetics & User Interface

Art Style

- Vibrant and colorful 3D environments with semi-realistic car models.
- Animated effects for power-ups and collisions.

UI Design

- **Main Menu:**
 - Quick Match
 - Game Modes
 - Garage (Customize Cars)
- **In-Game HUD:**
 - Flag status indicator.

- Power-up availability and cooldowns.
- Mini-map for player and flag locations.

Game Audio Design

Background Music

- Energetic and fast-paced tracks for each arena.

Sound Effects (SFX)

- Engine revs, collisions, and flag pickup sound cues.
- Power-up activation sounds for player feedback.

Schedule & Tasks

Development Timeline

Task	Assigned To	Start Date	End Date	Status
Develop car physics	Developer	[Start Date]	[End Date]	In Progress
Multiplayer integration	Developer	[Start Date]	[End Date]	Planned
Arena design	Artist	[Start Date]	[End Date]	Not Started
Add power-up mechanics	Developer	[Start Date]	[End Date]	Planned

Future Updates

1. Add ranked matchmaking and leaderboards.
2. Introduce special event modes (e.g., King of the Hill).
3. Expand vehicle customization options, including skins and performance upgrades.