

University of Calgary
CPSC 585 — Winter 2019 — Games Programming

Project A
High-Concept Design Document

Team A
Austin Easton, Evan Quan, James Cote, Jianan Ding
January 21, 2019

Contents

1	Game Design	1
1.1	Game Analysis	1
1.2	Game Concept	1
1.3	Game Goals	1
1.4	Game Genre	1
1.5	Brand Analysis	1
1.6	Target Market	1
1.7	Competitive Analysis	1
1.8	Gameplay Direction	1
2	Proposed Features	1
3	Game Design Elements and Terminology	1
3.1	Story	1
3.2	Terminology	1
3.3	Game Information	1
3.3.1	Arenas	1
3.3.2	Abilities	1
3.3.3	Power Ups	2
3.3.4	Difficulty	2
3.3.5	Menu	2
4	Concept Art	2

1 Game Design

Project A is a combat-based driving game aimed to test your skill against a team of AI. The player finds themselves in an arena pitted against 4 bots to fight until the player is defeated. Utilizing abilities, power-ups, and the navigating the map, the player must survive as long as possible to take out the never-ending onslaught of bots.

1.1 Game Analysis

Project A at its core is inspired by Mario Kart's battle mode. Elements of the game are also inspired by Tron (1982), and Pac-Man.

1.2 Game Concept

1.3 Game Goals

- The player's central goal is to gain the highest score possible before they lose all their lives and the game ends.

1.4 Game Genre

1.5 Brand Analysis

1.6 Target Market

1.7 Competitive Analysis

Being a single-player game, players would compete to achieve the highest score possible, either against other players, or their own past high scores.

1.8 Gameplay Direction

2 Proposed Features

3 Game Design Elements and Terminology

3.1 Story

3.2 Terminology

3.3 Game Information

3.3.1 Arenas

3.3.2 Abilities

Movement

Attacks

Every vehicle has 3 attack abilities that are available from the start of the game.

- **Rocket** — A rocket launches forward straight out from the direction the vehicle is facing until it hits a surface. Upon impact, it explodes, damaging everything in a radius around it. Being the only ranged attack, it is great for attacking distant enemies if aimed well, or when chasing other vehicles. The splash damage can be utilized with parts of the arena environment to hit enemies near walls easier, or to hit multiple enemies that are grouped together.

- **Spikes** — Spikes temporarily extend in all directions from the vehicle, damaging other vehicles that come in contact with it. Can be used both aggressively and defensively when other vehicles are nearby. It can also be used in combination with dashing to crash into enemies.
- **Flame trail** — A trail of fire is created that follows the players path. Any vehicle that contacts it is damaged. Great to use when being chased.

3.3.3 Power Ups

3.3.4 Difficulty

3.3.5 Menu

4 Concept Art