University of Calgary
CPSC 585 — Winter 2019 — Games Programming

Project A
High-Concept Design Document

Team A
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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 is 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 rack up the highest score possible before the game ends.

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