

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.

1.4 Game Genre

1.5 Brand Analysis

1.6 Target Market

1.7 Competitive Analysis

1.8 Gameplay Direction

2 Proposed Features

3 Game Design Elements and Terminology

3.1 Story

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3.3.1 Arenas

3.3.2 Power Ups

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4 Concept Art