

The graphics of **ARC** will be mostly minimalist and put an emphasis on the experience. For the overall art style, I really like style used in the game 'Art of Rally'. Unlike that game, the mood will shift towards something more slightly futuristic, dark, and dystopian, but the low-poly and well rendered style is very attractive and will help put an emphasis on the gameplay, rather than a sensory overload.

This is a game that should be able to be run on a very wide range of devices (Apple TV, Roku TVs), so making it graphically simple should help overall adoption. I included a screenshot of the game 'Transistor' which is a great representation of the mood I would hope to emulate; lots of neon highlights, shadows, and slightly darker thematic overtones.

The level that I am most excited about is a mobius strip race course (see attached photo). Racers would start on opposite sides of the track and race towards each other. The race would be over if a player gets caught, or after a predetermined amount of laps the player with the lower time split would be the winner.

In **ARC**, a the players racer is powered by his or her real-time pedaling efforts, and just like in the physical world, more power is needed to go up an incline, and subsequently the opposite is true. This makes the mobius course design so intriguing because of the almost constant gradient articulation throughout the level, meaning that the player is constantly having to steer along the curves as well as deal with the changes in pitch.

The fastest players are going to have time their efforts very well for maximum value all while navigating a paradoxical race track.