**TITLE**: Rookie Drivers

**GENRE**: Racing

**STUFF TO HAVE IN OUR GAME:**

* **LEVELS:**
  + *BOSS* will be activated after the player gains some amount of *POINTS* on a level.
  + Each level will have a different *MAP* and with each added level *DIFFICULTY* will increase.
  + Each map will have *OBSTRUCTIONS*
* **COLLISION:**
  + *BOSS*: Each hit causes 10% *HEALTH* of *PLAYER*, same goes for *BOSS*
  + *OBSTRUCTIONS*: Each hit causes 5% *HEALTH* of *PLAYER*
* **WEAPONS:** Player has to capture *WEAPONS* by going on the lane which has a *WEAPON* Icons
  + *EMP Blast:* (Halts other cars including Boss + Damage to *BOSS*)
  + S*pike Strip*: (Slows down opponent for 2 sec)
  + *Mines*: (Does damage (reduces *HEALTH*) to opponent – 20%)
  + *NOS*: (Double Speed for 5 sec)
* **POINTS ($):** Clearing each level will give *PLAYER* some *POINTS*, which he can use to purchase cars from *GARAGE*, to be used on next higher levels
* **GARAGE:** Displays *CARS* and *COST* *OF* *CARS*
* **PERKS:** If player clears the entire level without any damage then he will get upcoming level’s car for free with some additional *POINTS*
* **FREE ROAM**: Player can move around the game world freely to make high *SCORES* / *POINTS and POINTS* can be used to purchase *CARS* from *GARAGE*
* **PLAYER:**
  + *HEALTH*: When *BOSS* is activated, *PLAYER* *HEALTH* will reset to 100%
  + *SPEED*: Default Speed is 30 Kmph, Max Speed is based on CAR SPEED
  + *DAMAGE*:
* **BOSS**: *BOSS* tails player to stop him from reaching finish line while player has to tackle *BOSS* and finish the race
  + *HEALTH (200% of PLAYER)*
  + *SPEED (105% of PLAYER)*
  + *DAMAGE* *TO BOSS* (15% of *HEALTH*)
  + *DAMAGE FROM BOSS* (10% of *PLAYER*)
  + Each level Boss will have a different *CAR (Heavy SUV, ..)*
* **MAPS**:
  + Defining World (*ROAD*, *OBSTRUCTIONS*, *BOSS*, *PLAYER*)
  + 2 Maps/Levels
* **DIFFICULTY:**
  + *Armature:*
    - *Less OBSTRUCTIONS (40 kmph for TRAFIC)*
    - Less Damage(5% to *HEALTH*)
    - Less Speed (Min 30 Kmph)
  + Pro:
    - *Less OBSTRUCTION (*40 kmph for TRAFIC)
    - Less Damage (5% to *HEALTH*)
    - More Speed (Min 60 Kmph)
  + Legendary:
    - *Max OBSTRUCTIONS*(*30/60 kmph for TRAFIC*)
    - Max Damage (8% to *HEALTH*)
    - Max Speed (Min 60 Kmph)
* ***OBSTRUCTIONS:***
  + Traffic:
    - Flowing Traffic (More / Less)
    - Broken down cars
  + Speed Breaker:
    - Occupies a lane
    - Slows down the speed
* **GAME MENU:**
  + Start Career
  + Settings:
    - Audio:
      * Music Volume
      * SFX Volume
    - Difficulty:
      * *Armature*
      * Pro
      * Legendary
* **DOCUMENTATION**: Document every thing