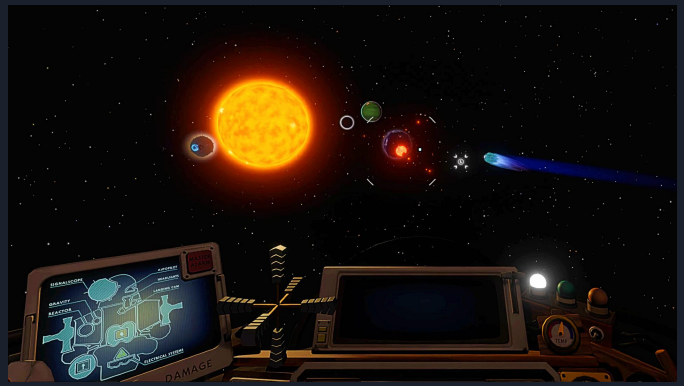
Blue Shift

An orbital mechanic based space racer

Game overview

- Time trial racing game
- Orbital Mechanics allowing for interesting track design
- Checkpoints guide players through a fairly open track
- Inspired by Outer Wilds



Getting around

- Celestial bodies attract the player's ship according to Newton's Law of Gravitation
- Players control the ship with 3 axis of movement and Yaw.
- Vertical axis might not be included depending on complexity.
- Players optimize their time by performing gravity assist turns around celestial bodies.
- The game will primarily be tested and recommended for controller play due to the complexity of the controls.

Player Feedback & UI

1. Orbital path indicator
2. Thrust indicator
3. Compass pointing to next checkpoint
4. Current speed indicator
5. “Ghost” of previous best attempt (if any)
6. Haptic feedback (controller)

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Track Design and Obstacles

- Static celestial bodies
- Moving bodies (asteroid belts, moons) - consistency per race is important
- Sequential checkpoints Or choose your own path checkpoints
- Track resets if a player collides with a static celestial body

Prototype 1

Included

- 2-axis movement and rotation
- Orbital physics and static Celestial bodies
- Thrust indicator
- Orbital path indicator
- Compass pointing in direction of velocity
- Speed indicator
- Basic test track with 3 celestial bodies

Not Included

- Checkpoints
- Compass pointing towards checkpoints
- Racing timer and logic
- Ghost racer
- Moving celestial bodies
- Different tracks
- Haptic Feedback