Marble Race

# Game Summary:

Take control of a marble and race through creative tracks, against a variety of AI opponents.

# Core Mechanics:

* Control the direction and speed of your marble
* control the camera angle to allow for non-linear race movements.
* Multiple independent AI opponents
* Time tracking and results grid showing eliminated contestants over multiple laps

# Gameplay:

Player controls a marble over a series of obstacles and paths to get to the finish line, avoiding falling off the map and pushing opponents out of their way.

# Music:

Music: race music, upbeat, fast, adrenalin

Sound effects:

* bumping into another marble
* bumping into an obstacle
* start line
* finish line

# Art Style:

Clean, basic colors – minimalist and elemental.

# Scope Check

* single player, not multi
* 3 full tracks
* 2 game modes (speed, and battle)

# Part 1: Visualization and Implementation

## Visualization

* Scene – Setup:
  + Choose a look and name (color picker, text field for name)
  + Choose a race track (drop down of all tracks)
  + Choose a race type (drop down of all race types – speed & battle)
* Scene – Race Action:
  + Navigate marble down the track (WASD, mouse for camera)
  + Timer shows elapsed time
* Scene – post race results:
  + See the results screen when done (grid w/ names and times, highlighting losers)
  + Controls of marble turned off, shows the finish pit.

## Implementation

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# Part 2: Scale, Challenges and Resources

## Scale

Now step back from that sequence mentally and think about the whole game. Think about all

the parts of the game that can be numbered and grouped. For example:

• 2 tracks – highlight different aspects in each, maybe one with lots of angles and curves, and one with lots of obstacles and/or moving parts.

• 2 game types

## Challenges

* AI to navigate a complex course

## Resources

* Karting Microgame – for the AI
* FPS Microgame – for the mouse-based camera controller

# Part 3: Reality Check

## Assessment

Most of the components have been figured out, just need to figure out the last few items from the other microgames. Scrapping the multiplayer feature makes it much more doable and might open back up additional beneficial features. Need to focus on finishing rather than expanding.

## What's interesting?

Racing the AI marbles across custom tracks will be a unique experience.

## Look at the numbers

Looks pretty slim. Good.

## Asset strategy

Minimal assets involved, sound effects and music mostly.

## Code challenges

The AI and navigation of the level is the hardest. Having the results screen populate correctly is a challenge.

## Help out

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## Is it doable?

Yes, likely to finish.