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| POD RACING |
| Date: 10/06/2020  For: PC |
| Ages: E for everyone  Shipping Date: XX/XX/XXXX |

# Game/Story Summary (Stretch goal)

Outline the story (beginning, middle, and end… or at least a cliff-hanger) mentioning the setting, the characters, and the conflict. Give a brief description of the gameplay and some of the cool things the player can do in the game.

## Game Flow Outline:

## Game Story Summary:

# Characters & Controls:

The player will control a vehicle from which they’ll select within a vehicle select menu at the start of a race option. Each ship is unique in its own way, the specs, the looks etc. Each character is linked to their own vehicle.

## Characters:

Ship\_01:

Ship\_02:

Ship\_03:

## Controls:

Controller (Preferred):

|  |  |
| --- | --- |
| Button: | Action: |
| Right Trigger | Accelerate |
| Left Trigger | Brake |
| Left Analog Stick | Directional Movement (Left/Right) |
| Right Analog Stick | Camera Movement |
|  |  |

Keyboard/Mouse:

|  |  |
| --- | --- |
| Button: | Action: |
| W | Accelerate |
| S | Brake |
| A/D | Directional Movement (Left/Right) |
| Mouse | Camera Movement |
|  |  |

# Gameplay Overview:

What game genre is your game? (Help is shown in the book Level Up: The guide to great video game design chapter - Bonus Level 5). That is the primary action of the player? What awesome things is your player doing? The gameplay overview should give the reader a brief idea of the flow of the game. Break the information about gameplay in to bullet points if conveying info that way is easier.

Sometimes your game is so awesome, you need a second page to describe all of the goodness!

Genre: Racing

Camera Perspective: 3rd Person/First Person (Later)

Primary Action:

* High Speed Racing
* Time Trials
* Versus

Overall Gameflow:

Player will start in a menu giving several options. These being the forms of different race options, such as: Versus and Time Trials. From here they can select the track, vehicle and race settings (Laps, Time of Day, Weather, Amount of Opponents, Difficulty). After the options above have been selected, they will be placed into a track with their chosen vehicle and settings. Once the intro cinematic has played, the camera will return to the player initiating the countdown sequence for the race to begin.

The player will be racing around large environments that are in scale relative to the speed of the racers. The options of the environments are: Boonta Eve (Tatooine), Kashsyyyk (Wookies), Death Star (Trench Run), Hoth (Snowy Bois), Spice Mine Run (Solo Movie).

The player will navigate these environments with the help of a guidance system similar to F1, using a hologram style system applied as if similar to AR. Also using the visuals from the environments as hints to which direction the player should take.

# Gameplay Experience:

Here’s where you talk about the overall feel of the game. What is it like to play it? What emotions of modes are you trying to convey? How is the game’s story going to be told? (Cutscenes? Movies? Text boxes?) When do they appear? (I between levels? At the beginning and end of a game?)

The aim for the experience of this game is to provide a more realistic approach to the racing aspect. With the original PodRacer game, it felt very arcade-like and it didn’t feel as if you were improving your lap speeds each lap making it feel stale later on through the career. With this project we would like to add the dynamic feeling of improving lap times each lap and aiming for the best approach to each corner.

# Mechanics & Modes:

Break down some of the cool gameplay mechanics and play modes. Is there a multiplayer mode? Are there mini or micro games? Let us know!

# Enemies & Bosses:

While it doesn’t hurt to weave descriptions of enemies into other pagers like story and gameplay, sometimes you need to call attention to a particularly gnarly enemy or boss character. What makes your enemies unique? If applicable, what kind of boss character does the player face? How does the player defeat them? What does the player earn for defeating them?

If you have no enemies in your game obviously you don’t need this page. Instead, you can use this page to describe the games conflict. How will the players be challenged and how will the overcome it?

# Bonus Material & Downloadable Content:

What extra cool stuff can the player earn or unlock? Can they purchase additional content? How will the game live beyond its initial release? What incentive is there for the player to play again?