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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 their 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:

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:

1. Boonta Eve (Tatooine) – Current plan for this to be worked on
2. Hoth (Snowy Bois)
3. Kashsyyyk (Wookies)
4. Death Star (Trench Run)
5. 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:

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!

## Game Modes:

* Time Trials – This is a solo race, where try to beat your own recorded times win a race. (Stretch goal – ghost pod racer to show your best race time/path)
* Vs Mode – Race against other pod racers, these will be AI driven.
* Co-op – Split screen and multiply coop are both options on the game, allowing for friends to challenge each other with who can get the best times. (Stretch goal)

## Game Mechanics:

* Overheating Engines – Engines may overheat over time or with excess use of the boost power ups, an engine overheating will cost the player time as they will need to ‘restart’ their engines.
* Restarting Engines –
* Damage – Damage pod racers are slowed and harder to control based on the level of damage they have received.
* Self-Repair – Repairing is an option the player can do by pressing a button, this will repair the pod racer they driving while moving, however this will come at a cost of the pod racers over all speed while repairing it.
* Shortcuts - These are hidden routes within the tracks that players can find to cut parts of the race.
* Power-Ups: - Works like Mario Kart powers, with slots and shit
  + Boosts – A short extra speed boost that ‘overclocks’ your pod racers engine, this comes at a cost of over heating
  + Auto-Steer – This is helps with steering the pod racers
  + Shield – A projective shield from offensive power-ups
  + Rocket – Tracking based rocket that slowly gains better accuracy based on how long you aim the rocket at a target.
  + Blasters – Straight fire shots that fire forward from the direction that the players pod racer is facing
  + Throw-able tools – There are items that are the own back from the players pod racer, with the aim to slow down any racers behind them.
  + Repair damage – A power up that repairs any damage dealt
* Environment Hazards: -
  + Falling objects – objects that fall from the sides of parts of the tracks that players will need to avoid
  + Hostile background characters – These will be characters that shoot at the racers, much like the sand people in the film shooting.
  + Ground based dangers – such things as mines that when ran over they will pop out from the ground and after a small delay explode.
* Ultimate Abilities: - Pod racers each have an ultimate ability that they can use during the race
  + Example Ship\_01 – Boost that doesn’t overheat the engine when used, but requires the player to do (add something)
  + Example Ship\_02 –
  + Example Ship\_03 –
* UI Feed back:
  + Add more here

Team Members & roles:

1. Connor Wakes – Music and Sound effects, Environments, VFX
2. Jack Lee – Pod racers (modelling and texturing) / UI
3. Jake – Coder
4. Jay – Environments/Prop
5. Jack McFarling – Environments/Props (Foliage possibly)
6. Sean – Environments/Props
7. Will – Foliage
8. James – Tech art (workflows, tools, shaders, planning)
9. Isaac – Coder