GAME DESIGN

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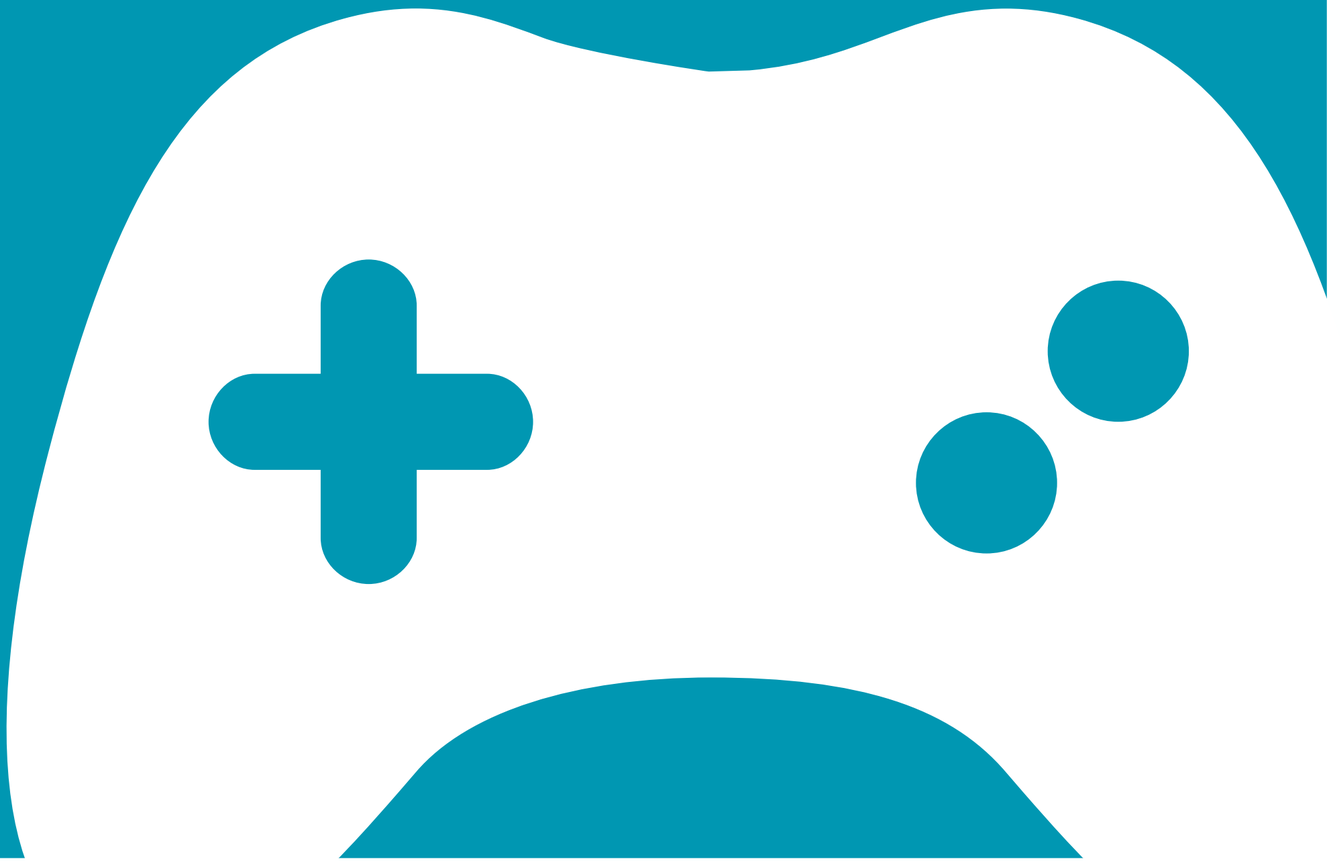


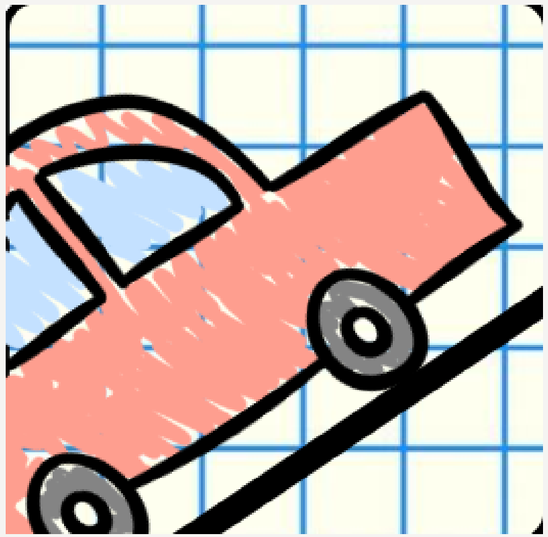
ELEVATOR PITCH

Players control a car that must overcome obstacles in dynamic maps, collecting coins to upgrade and reach the goal. With each challenge, they must adapt, optimize their vehicle and demonstrate their ability to win.

NAME AND LOGO

Our game is going to be called

INFINITY DRIVE



GAME GENRE

Action

Driving

Roguelike

A fast-paced driving game where players overcome obstacles and navigate ever-changing maps. With roguelike mechanics, each game presents new challenges and opportunities for improvement, driving strategy and vehicle optimization to advance further.

ROGUELIKE ELEMENTS

The roguelike elements that our game contains are as follows:

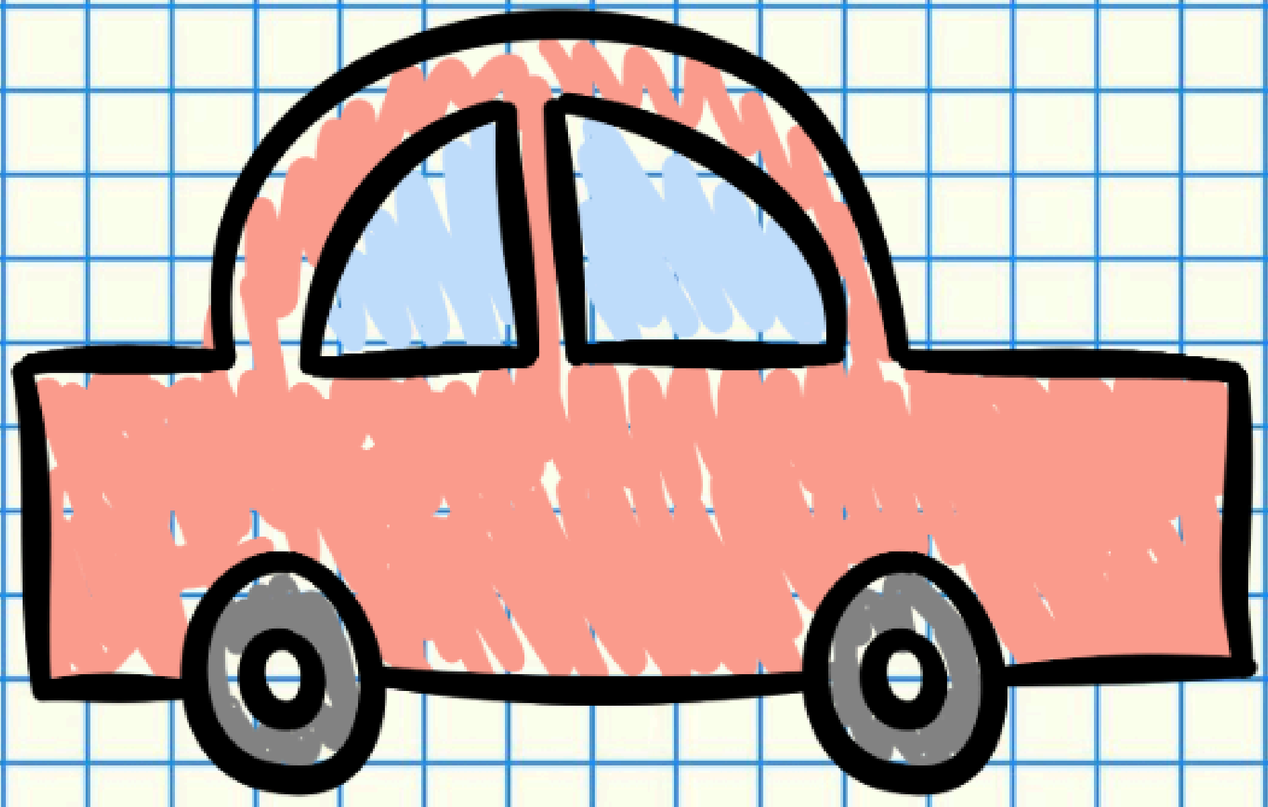
- To be able to provide randomness and replayability to our game we want to make the road where the car passes will always be different whether you complete the level and reappear at the beginning or you die and reappear at the start of the game with a new level. In order to achieve this we think divide different pieces of road with an equal start and end in each block, so we can randomize the blocks and all will connect perfectly no matter what block of road is put after another.
- Along the way there will be coins which you can grab to buy upgrades for your car each time you start a level. These coins will be kept in inventory regardless of whether the car crashes or falls off the map. There are some skills that are permanent and others that have a certain amount of uses. Each time you pass a level the skills that you can buy in the shop will improve and be different. In this way we promote the replayability of the game.

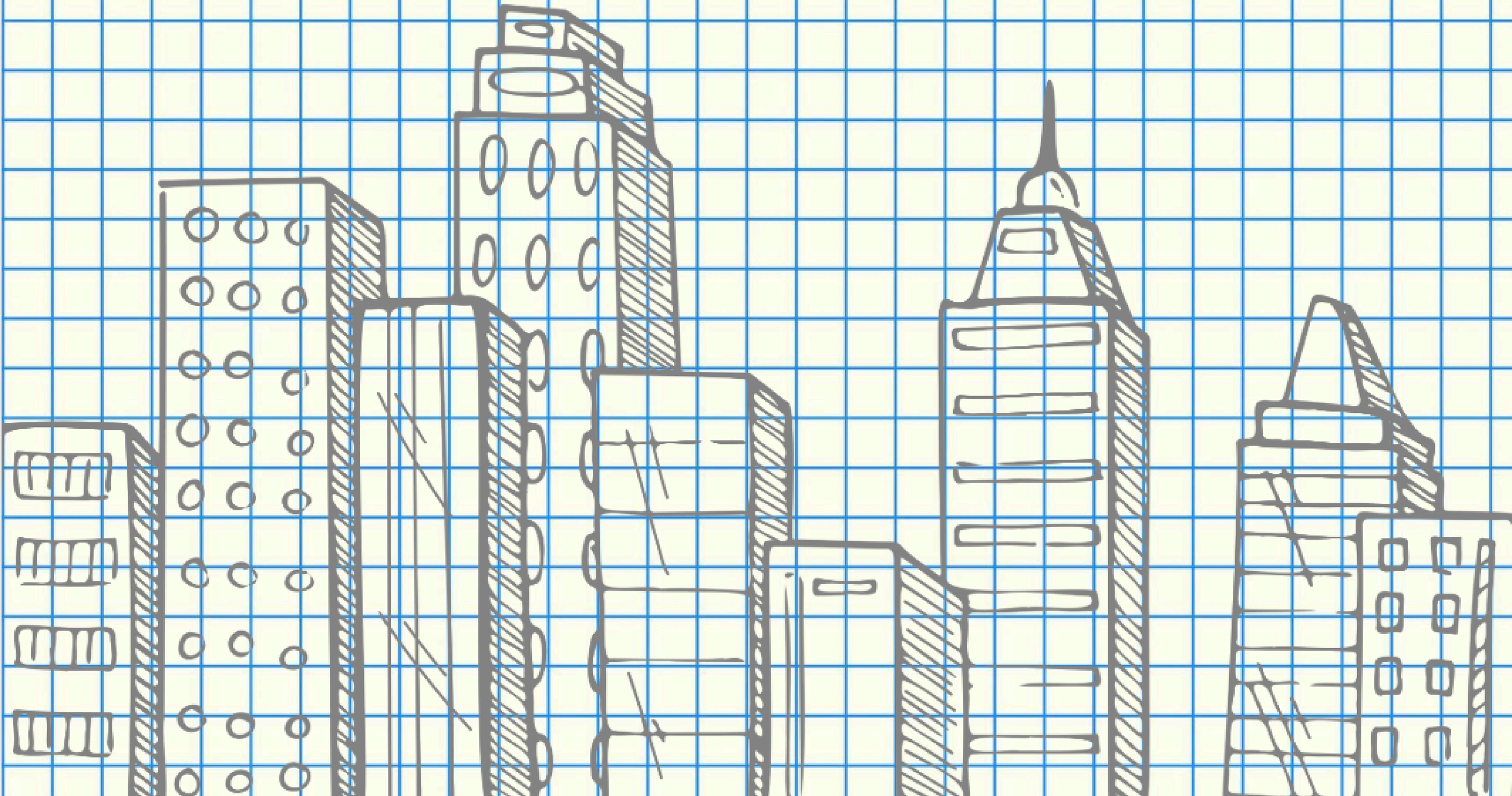
VISUAL STYLE

The game will feature a 2D visual style with animations in an illustrated design. The vehicle shall have a simple but recognizable design, ensuring clarity in its representation. The background will be set in a drawn city with rectangular buildings, maintaining a coherent and stylized aesthetic. The action will take place in a street where obstacles are integrated organically into the environment, ensuring a fluid and immersive visual experience.

SKETCHES

Modelo principal





RULES AND MECHANICS

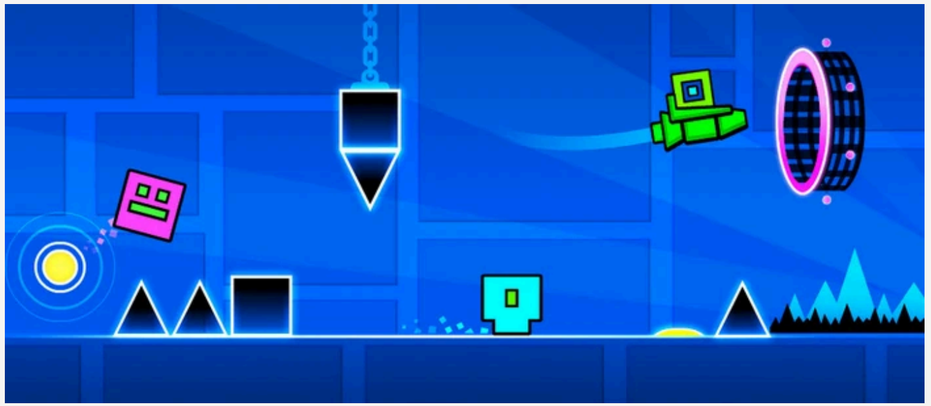
Rules

- You must get coins to upgrade your vehicle.
- You win once you reach the goal of each level.
- Each circuit is random.
- The energy of the vehicle is unlimited.
- There are permanent improvements and those that do not, so be very careful how you use them.

Mechanics

- Turbo to gain speed.
- System of temporary and permanent improvements.
- Random conditions.
- Dynamic barriers.
- Functions to advance, reverse, and use upgrades that need drive.

GAMES FOR INSPIRATION



GAME STADISTICS

The game collects various statistics to analyze the player’s progress and performance:

- Increased number of goals achieved. Indicates maximum progress in a single item.
- Number of games played. Measures the player’s activity and experience.
- Maps traveled. Indicates the diversity of experienced scenarios.
- Objects and obstacles overcome. It allows to evaluate the level of skill and adaptation.
- Record distance traveled. It measures the resistance and ability to advance in a single game.
- Total time played. To measure the player’s dedication.
- Number of improvements applied to the cart. It reflects the level of customization and progression.
- Higher speed achieved. Highlights high performance moments.
- Number of failed attempts. Shows the player’s challenge and perseverance.
- Coins spent vs. accumulated. Evaluates the player’s spending strategy.