General information

**Team name:** Team Rocket

**Team members:** Gabriele Alessandro Cazzaniga 943449, Giulia Boggiali 920428, Anna Spyrou

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Your “constraints”

**Card(s):**

27. the swan, the unicorn and the golden key

8. chinese lanterns: We used only this one

**Game Genre(s):**

Simulation: CONSTRUCTION AND MANAGEMENT

Sport/simulation: RACING (urban or competitive) *(Do we only use this?)*

*Yes, adding also construction and management may take too much work*

Yes, the manager doesn’t seem to social/midcore to me

i still think if we only use this is too competitive for the socializer type

So, what you propose?

The game could be more friendly to the last team, for example giving them better bonuses (like Mario Kart, which can be played by about anyone with no experience required)

**“Time”:** present

**Player mindset:** midcore

**Bartle’s type:** socializer

**Mode:** multiplayer

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Game Design – part 1: concept

Concept: L*antern Hunting*

Logline*: race in a team and become champion*

Introduction

*It is the last day of the New Year's celebration here in China, today it’s the lantern festival. The party organizer, Mr. Party Dragon, a man who believes he is the pure spirit of the party, the living embodiment of the yang, has decided to create a team competition that will only bring the 3 winners to be elected as "The Fantastic 3", the men of the year. These will be the only ones to receive the mythological gifts of the Chinese tradition of the lantern festival directly from the magnificent Mr. Party Dragon.*

I don’t love the name Mr Party Dragon but I can’t think of a better translation, maybe just Mr Dragon?

What about Mr Rave Dragon?

Golden Dragon maybe, or the elit 3? fantastic 3 is like fantastic 4 but 3 i dont know if it is cheating

Yes, I chose fantastic 3 on purpose, because I want to create a funny introduction where when the Mr Dragon (or Mr Rave Dragon, or Mr Golden Dragon) presents the game to the entire china and speaks about "The fantastic 3" somebody, a voice, from the audience ask: "But weren't they 4?" and the Dragon: "No, they are 3, I'm sure". Generally I imagine the Mr blabla Dragon as a fanatic but stupid man that with a deep voice he want to be glorious but every times somone ruins him with somthing of stupid. Do you like?

I like the fanstastic 3 and I’ve gotten used to Mr Party Dragon so I like him too now :)

Description (of the game)

*Mr. Party Dragon has hidden in a maze 3 lanterns per team, the goal of the competition is to recover all 3 lanterns and bring them to Mr. Party Dragon before the opposing team. The teams are made up of 3 members each. Each team will be equipped with one vehicle, one weapon and one map. The 3 elements that make up the team will have different roles:*

*• a driver who will be the only one who can move the vehicle*

*• two supporters, of which:*

*◦ one will be the only one who can use the weapon to hinder team's driver, ammunition will be of various types and can be found inside the labyrinth*

*◦ one will be the only one who can use the map where the position of the 3 lanterns to be recovered will be displayed*

*The 3 elements of the team must therefore communicate with each other in real-time to be able to win the race.*

I would qualify all 3 players as just team members, removing the supporters part

i actually like that, no abjections

I think that using the word "supporters" the game by external eyes will be dysplayed as a game focused on the driver character. This is exactly want I want because I'm scarry that Professors can tell us that our game is not a racing game but a mix of shooter, puzzle solvig, action ecc... And also I think that "support gunner" and "support navigator" are good names for the characters. Do you agree with me?

I think it still qualifies as a racer and the additional team members just make it a social game, but I’m also ok with the supporters roles, no strong opinion there

Key features

La peculiarità di questo gioco è il forte legame che si instaura tra la comunicazione e l’esito della gara. Più il team sarà in grado di comunicare, di socializzare, più è probabile riuscirà a vincere la gara. Questa caratteristica è molto poco utilizzata nei giochi a squadre, soprattutto in giochi a squadre incentrati sulla guida.

*The peculiarity of this game is the strong bond that is established between communication and the outcome of the race. The more the team is able to communicate, to socialize, the more likely it is to win the race. This feature is very little used in team games, especially in driving-focused team games.*

The peculiarity of this game is the important role that precise and timely communication plays in winning the race.

Giulia, do you want to use only this phrase or do you think we can integrate it with what I have wrote?

I just wanted to change the first sentence, the second one is good

Maybe for socialazition, if we keep that type, the team members have to socialize with sponcor and mechanics as a support too the race. you fix the car and provide them other stuff

Anna, I don’t understand, what you mean?

Platform(s)

*The release platform is the Computer, Playstation and XBOX because to play you will need to speak, use a microphone and your voice, so it is more likely that it is more appropriate to play in a room rather than with a mobile device.*

I’d say PC first, console if we have time, maybe mobile

PC. it is easier to test it, console we can discuss it if we have time, no mobile, i dont think is practical

I don't think that we will have to implement it really on a console or mobile or computer, we have only to do a prototype by using Unity. In this section I think we have to choose the platform and say why we have choose that. Not because it's easy to test or because we don't have much time, but for motivations that are correlated to the game. So, what do you think about my motivations?

I agree, PC first because it is the most common and possibly easier to develop because it doesn’t require a devkit, we can say console if we have time even if we obviously will not have enough time.

Concept Art

*it is optional for the moment*

Lol not me, my drawing skills are stuck in kindergarten

Neither me, but maybe i know some people that i can ask

Notes

1. *The game will open with a registration phase in which to enter your data, from this menu you can choose whether to start a new game with players chosen randomly from the active ones or a game by choosing the team from a list of friends with whom you have played previously.*
2. *When the race is won 1 lantern will be awarded to each team member and there will be a global ranking. At the end of the season that lasts a tot, the first 6 will be placed in 2 teams: (1-3-6) and (2-4-5) the two teams will compete to win the tournament and become "The Fantastic 3" of the season and will be given a prize. After that everything resets and starts again.*

I would add that you can choose the duration of the season (for example the number of matches) and maybe that more than two teams can compete against each other

Ok, I think that more than two teams can compete against each other, but the duration of the season I think it has to be the same for all players. Because there is a general scoreboard... without a general scoreboard we can do that, but how? What you propose?

I was thinking that when you start a match with your friends you can choose the duration depending on hoe long you want to play (again, kind of like Mario Kart)

i agree to that, but maybe some side races for the teams that lost like a second try? so some of them make it to the final? because if some of the players lost from the first race and have to wait the ending of season to play again is not good

No, they don’t have to wait, simply they can start another match. Their penality is only that they don't have won lanterns. So I think taht it is unecessary to give a second try... Correct me if I’m wrong

Yes, they can start another race, like in a tournament, and in the end the winner is the one with the most points/lanterns

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Game Design – part 2: formal and dramatic elements

Try to describe the game you are conceiving in terms of:

**Formal elements**

1. Players
   1. *Pilot*
   2. *Support gunner*
   3. *Support navigator*
2. Objectives
   1. *get all the lanterns before the opposing team*
3. **Procedures**
   1. *the pilot uses the arrows to move the vehicle and voice to communicate with his companions*
   2. *the gunner uses the mouse to look around and shoot the rival vehicle to hinder the opposing pilot*
   3. *the navigator does not use any command, only his voice, he must try to understand the best direction to be taken to help the pilot reach the 3 lanterns as soon as possible.*
   4. t*hese 3 procedures are all carried out simultaneously*
   5. o*nce the lanterns have been recovered and returned to Mr. Party Dragon, the team that arrived first wins.*
   6. how to control the speed?

what you propose?

What buttons do racer on PC usually use? I can thinki of L and R on a controller

1. **Rules**
   1. *in order to win you must have found all 3 lanterns*
   2. *the team that brings the 3 lanterns first to Mr. Dragon of the holidays wins*
2. **Resources**
   1. *the map's labyrinth*
   2. *Lanterns*
   3. *ammunition for the gunner:*
   * *nails that slow down the opposing vehicle: the rival vehicle must step on them for them to take effect*
   * *something that makes it harder for the driver to see (like ink in Mario Kart)fog in some part of the race*
   * *something that temporarily hides the lanterns from the map maybe harder to get like a top of buildings*
   * *something that you can throw at the opponent’s gun to clog those guns that shoots web ropes or something like that*
   * *Something that temporally freezes the opponent*

*Ok, these are all good idea but we have to found a name for these resources*

*Could be special guns that you can only use for a limited time (fog gun, darkness gun, spider gun)*

1. **Conflict**

*Conflict is generated by adding up the team members’ individual skills:*

* + *driver's driving skills*
  + *shooting ability of the gunner*
  + *navigation skills, finding the best route for the navigator*

*but also and above all by the collective ability to know how to socialize and help each other to*

*achieve the common goal: to win.*

*The higher these skills are, the higher the conflict between the teams will be.*

1. **Boundaries**

*The game is limited concretely by the boundaries of the map’s labyrinth and psychologically by the respect and ability to be sociable with the people of your team. In fact,* if the communication is lost between the members very likely the team will lose.

1. **Outcomes**
   1. *glory for having won and collaborated well*
   2. *asting friendship with the elements of the team with whom you played*
   3. *a lantern per player for global competition*
   4. A prize for winning the season?

maybe here we can use the unicorn somehow

what you propose?

The golden key unlocks something?

**Dramatic Elements**

1. Challenge

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1. Play

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1. Premise

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1. Character(s)

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1. Story

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