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)

*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

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)

Even whithout the managment expect from friendly we have to work on socializiation. Like the idea i wrote to the next steps, like inerravting with some outsides of the team

So, finally I think that we are agree to use only the racing game genre. Is it true?

**“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.*

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.

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

There is a point about the supporters , i think we should work with that. I agree

so, will we use the word "supporters" or will we use something else?

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 important role that precise and timely communication plays in winning 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.*

if you can rewrite this section I don't know how to write it

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

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

Beside the players socialized with one another the can socialize the character in the game. A few interactions with AI people and giving then somethin in return. I dont know is just a thoght tho

maybe later we can add somthing like that, it's a good idea, but I think that it's better not to think about AI for now, because it could bring too much work. So, let's remember this thing but don't write it in this document, do you agree?

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 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.

Giulia, if you can rewrite this section adding this comment because I don't kow how to do it

Notes

* *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.*
* *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 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)

Or maybe there will be a fix number of races till the final race.

by joining these two comments we can let the user choose 3 different lengths of the season: long, medium, short. Do you agree?

Game Design – part 2: formal and dramatic elements

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

**Formal elements**

* Players
* *Pilot*
* *Support gunner*
* *Support navigator*
* Objectives
* *get all the lanterns before the opposing team*
* **Procedures**
* *the pilot uses the arrows to move the vehicle and control the speed and also he uses the voice to communicate with his companions*
* *the gunner uses the mouse to look around and shoot the rival vehicle to hinder the opposing pilot*
* *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.*
* t*hese 3 procedures are all carried out simultaneously*
* o*nce the lanterns have been recovered and returned to Mr. Party Dragon, the team that arrived first wins.*
* **Rules**
* *in order to win you must have found all 3 lantern.s*
* *the team that brings the 3 lanterns first to Mr. Dragon of the holidays wins*
* **Resources**
* *the map's labyrinth*
* *Lanterns*
* *ammunition for the gunner:*
* *nails that slow down the opposing vehicle: the rival vehicle must step on them for them to take effect*
* *Smoke gun: it makes harder for the driver to see, creating fog around him*
* *Darkness gun: temporarily hides the enemy lanterns from the map*
* *Spider gun: temporally clogs the opponent’s gun*
* *Ice gun: temporally freezes the opponent*
* **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.*

* **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.

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

maybe here we can use the unicorn somehow

The golden key unlocks something?

We can let the players choose between 3 cards one with the unicorn, one with swan, and one with the key, depends which they choose there is a diffenrent prize. Like a new color of the car, or an improved gun

i think that's better to not use that card because it creates only problems ... it's better to do that there isn't a real prize at the end of the season, Mr Dragon only had teased you. Do you agree?

**Dramatic Elements**

* Challenge

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* Play

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* Premise

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* Character(s)

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* Story

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