

Game Concept:

A cart racer with a roller derby inspired team-based competitive gameplay in which teams of 3 to 6 square off on a track.

Objective of the game: To use the orb to score three points for your team before they can do the same for their team.

The Orb:

This Object spawns somewhere on the track after a minute or so and hovers in place, when a racer collides with the orb they pick it up and a line is drawn across the track where it was picked up while a visible trail begins behind the car holding the orb. If the car holding the orb crashes then both the line and the trail disappear and the orb bounces against the track where the crash occurred until it is picked up again. However if the same car can carry the orb all the way around the main path of the track and cross the line it made when it first picked it up then that orb will change color and that player's team will be awarded a point. Then the orb will then disappear and spawn elsewhere on the track after a countdown.

Cubes:

This object spawns at regular intervals throughout the track and serves as a consumable ammunition for certain abilities racers have. A racer with all three cube slots full cannot pick up any others and will phase through them. Cubes are lost when you crash.

Racer stats:

Zero, Very low, Low, Medium, High, Very High or Maximum in the following

HP: How much damage the racer can take before they crash (lower hp respawns faster)

Armor: a flat reduction on damage taken by the racer

Max Speed: How fast the racer can ultimately become during normal movement

Acceleration: How quickly the racer can go from standing still to their max speed

Weight: Heavier racers are knocked back less by collisions and deal more damage when colliding with enemies but gain less speed from boosts and take longer to recover from spinning

Handling: How quickly a racer can turn, as well as their effective "grip" on the track for drifting.

Tier: all racers start at tier 1, as the game progresses they gain tiers. Certain abilities scale with the tier of the racer. The tier is equal to the number of points that have been scored in the game so far. (0 through 5.)

Roles:

Scorer: Wants to carry the ball, scorers are good at precise mobility, avoiding crashers and boosting into the orb and the line

Blocker: Want to protect scorers, forming a convoy and pushing out crashers, or alternatively obstructing enemy cars when the opposing team has the orb

Crasher: Wants to crash enemy scorers when they have the orb, or enemy crashers when their team has it.

Racer ideas (all names/appearances/ability names are place holders)

Name: Rad-Rat

Role: Crasher

Appearance: A huge metal cage in the shape of a wheel with spikes along the outside and bottles of green glowing liquid on the sides, inside of which is a mutated rat-man

HP: Medium

Armor: Low

Max Speed: High

Acceleration: High

Weight: Low

Handling: Medium

Tier: increases ability damage

-Rad-Roll (Passive) When Rad-Rat would collide with a racer from the front or the back, he rolls on top of them instead, If he breaks correctly he can even sit on top of other racers entirely. Enemy racers take damage when Rad-Rat rolls on to or off of them as well as having their max speed reduced when he is on top.

-Rad-Ramp (Ability 1) Rad-Rat runs backwards a little, stopping short as a meter builds. Enemies who collide with him while charging take damage and are knocked aside, losing a lot of speed. When he finishes charging Rad-Rat will jump forward a distance equal to how long he charged for, dealing massive damage in an area where he lands and accelerating rapidly for a short time after.

-Rad-Rage (Ability 2, costs cubes) Rad-Rat drinks a large amount of his bottles, growing red and hulking out, causing his wheel to glow red. In this state he gains Very high max speed and max acceleration but zero handling. His weight when colliding with cars is effectively maximum and he cannot spin out but he also cannot break, slow down or turn his wheel. Instead he can only only bounce wildly off cars and the edges of the track changing direction each time. After the duration ends Rad-Rat screeches to a halt and turns to face forward.

Name: CDS (clown delivery service)

Appearance: a mail truck from some sort of juggalo hell dimension or some shit, idk

Role: Blocker

HP: Medium

Armor: High

Acceleration: Low

Max Speed: Medium

Weight: Low

Handling: High

Tier: increases buff/debuff duration and effects

-Clown Car (Passive) When the clown car collides with enemy cars a clown will land on them, reducing their handling and max speed for a time while applying a damage over time effect.

When the clown car crashes, clowns will run out onto the track, enemies who run over clowns

will have their current speed reduced to zero and take damage, allies running over clowns will receive a minor healing effect. The number of clowns produced depends on how many cubes the car had before crashing.

-Protective Mimes (Ability 1) uses Mime to create an invisible shield around itself or a team mate with the orb, the box absorbs the effects of any damaging move for a short period of time

-Clown in a box (Ability 2, costs cubes) Drops a box behind the clown car, enemies who collide with the box take damage and are pushed back, spawns a clown that wanders on the track.

Name: Tinkerin' Tomson

Appearance: Think Tim Allen from home improvement meets a cowboy, now subtract the budget that show might have

Role: Blocker

HP: High

Armor: Medium

Acceleration: High

Max Speed: Low

Weight: Medium

Handling: Low

Tier: passive ticks more often and has increased knockback/boost as well as damage.

-Unstable Engine (Passive) every so often an area of effect explosion erupts from behind the wagon, damaging enemies and boosting the wagon's speed in a straight line, pushing any enemies back.

-Lasso (Ability 1) Throws a lasso, tethering the wagon to another racer, if the tethered racer is an enemy then they cannot get past a set distance from the wagon regardless of their speed; and can brought to a stop if the wagon breaks or stops. If the tethered racer is an ally then both racers move at the speed of whichever racer is faster, including boosts. Pressing the button again cancels the lasso and puts it on cooldown.

-Tool time! (Ability 2, costs cubes) creates a number of flying tools revolving around the wagon equal to the number of cubes consumed, these can act as a shield by absorbing incoming attacks or crashing against nearby enemies, or they can be fired out in a line by pressing the button again. Their rotational range is slightly less than the lasso's range.

Name: Amelia Cartheart

Appearance: A car made from the remains of a crashed plane with lotsa steampunk clocks and such on it...

Role: Scorer

HP: Medium

Armor: Low

Acceleration: High

Max Speed: High

Weight: Low

Handling: Medium

Tier: Increases duration on all spawned objects and abilities

-Racing with portals (passive) Every time this racer uses an ability a portal is spawned, if an ally moves through a portal they are teleported to an unoccupied area near this racer. Enemies moving through the portal destroy it but take damage. Amelia drops the orb and is teleported randomly if she enters her own portal.

-Boost Pad (Ability 1) Creates a time-pad under this racer which boosts allies speed and slows enemies (using the ability will always boost this racer)

-Bermuda Triangle (Ability 2, costs cubes) Creates a moving, pyramid shaped time bubble around this race that slows enemies and enemy projectiles inside the area, as well as dealing damage at the beginning and end of its duration.

Name: Inspector Gadget? He's cool, he can be in this game right?

Appearance: What are they gonna do? Sue me? Ha! I'm broke already!

Role: Scorer

HP: Low

Armor: Medium

Acceleration: Medium

Max Speed: Medium

Weight: High

Handling: Medium

Tier: lowers cooldowns, which are initially high.

-Go Gadget Go (Passive) If this racer goes an amount of time without taking damage or crashing they enter a buffed mode, while in this mode they have increased handling, armor and max speed. If this racer would take damage or be affected by an enemy ability then this passive goes on cooldown before the timer resets.

-Go-Go Gadget lift (Ability 1) extends the wheels of the racer on pistons for a short duration, allowing them to ignore collision and dodge incoming projectiles. Dealing a high amount of damage in a small area on landing. If go gadget go is active gadget receives a boost in speed when using this ability.

-Go-Go Gadget oil slick (Ability 2, costs cubes) Leaves behind a trail of oil that causes enemies to spin out on contact for a short duration. If go gadget go is active enemies touching the oil are lit on fire and take damage over time.

Name: ???

Appearance: yeah I donno, a ghost?

Role: Crasher

HP: Low

Armor: Low

Acceleration: Very High

Max Speed: Medium

Weight: Low

Handling: High

Tier: Increased max speed, reduced respawn time

-(Passive) Gains a cube for crashing an enemy, casts haunt automatically when crashed.

-Haunt (Ability 1) a random enemy becomes haunted, losing max speed and handling for a short duration, as well as taking damage. This has twice the chance of affecting an enemy with the orb.

-Ghost Cannon (Ability 2, costs cubes) fires a damage dealing, homing ghost which prioritizes enemies with the orb. The ghost will deal damage to the first enemy it hits before changing its focus to the enemy with the lowest HP for one last collision. If the first enemy it hits has the lowest HP it will simply hit twice. The homing effect is limited by a set distance the ghost can travel once fired.