# Game Concept

## Introduction/Story

In 1969, man walks somewhere in space.

In 2069, man races…in space.

It’s Space Racer..2069, featuring 3 heart-pumping courses, and 4 cars to test your driving skills to the limit..I think?

## Background

* I was inspired by games like Super Sprint and Micro Machines for the top down aspect of the game.

## Genre

Racing

# Game Design

## Game Mechanics

### Core Game Play

Finish 3 laps before your opponents do so.

### Characters

Cyan Glacier: Easiest to drive but slowest speed.

RockeTank: It could probably shoot lasers and stuff, pretty nifty. Fast but not quite nimble

Copper Thunder: Retains Cyan’s easy to drive nature, but is slower to accelerate

Da Green Machine: Fastest car, but also the slowest accelerating and hardest to steer

### Game Play Elements

A drift key that locks your current direction, but allows you to position your car for tricky corners at high speed.

A turbo button so that you can go faster.

## Levels

Three different tracks of varying lengths.