Bumper Butts GDD

v1.0

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# Table of Contents

[**Table of Contents**](#_irisb5uga5fc) **2**

[**Game Overview**](#_7damdg7xilxs) **2**

[**Plot and Setting**](#_9yrxilbp62bk) **2**

[**Core Gameplay**](#_6yx4mnr9057w) **2**

[**Environmental Elements**](#_x96laqjufq83) **3**

[**Input/Interface Usage**](#_orcnx25g06t5) **3**

[**Menu and General Usage**](#_ra336rnuwony) **3**

# Game Overview

Bumper Butts is a 3D driving game made as an homage to the classic battle mode levels of Mario Kart 64. Featuring a compact map and AI enemy racers, the player will have to complete laps and use powerups to remain in first place.

# Plot and Setting

Based in a silly world of bright colours and fart jokes, Bumper Butts is a competitive game for children in schools around Buttania. The player is controlling Buttmuncher, the prodigal son of Buttblaster the 3rd. Destined to be the greatest, the player must battle in the ThunderButt to prove their worth to their ancestors.

# Core Gameplay

The player must race against 5 AI enemies in attempts to be the first to complete 3 laps. Along the way, they will acquire powerups to help them defend themselves and attack the AI in order to fight for first place. The powerups include:

* Buttshield - The Bumper Butt of the car expands for 3 seconds, causing any car that hits it to go flying off the track. The shield breaks when hit by a Butt Blast, but defends against the hit.
* FartBoost - The Bumper Butt lets out a massive fart, propelling the vehicle forward
* ButtBlast - A Butt-Seeking-Butt flies forward on the track, colliding with an enemy sends them spinning

# Environmental Elements

The environment will be a compact, indoor bumper cart track with 2 floors. Along the track will be several groupings of powerups. When any car drives over one they will get a random powerup from the lineup listed above. There will be markings to guide the player along the track (signs and arrows).

# Input/Interface Usage

The game will be played with the mouse and keyboard, though the mouse will only be used in interacting with the interfaces. During gameplay, the WASD keys will be used for general movement. The spacebar will be the handbrake, and E will be used to activate powerups.

# Menu and General Usage

Each race will conclude with a leaderboard and a prompt to race again. Pressing the escape key at any time, it will pause the game and give the player the option to mute the game or return to the main menu.