Bumper Butts GDD

v2.0

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# 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.

### V2.0 Additions

The player will now have the ability to customize their car in several ways before the race!

# 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).

### V2.0 Additions

The update includes mogul/speedbumps, lava pits with instant respawn, and various map visual polishes.

# 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.

### V2.0 Additions

The interface will now expand to include an entire menu after the main menu, hit start to see the car customization options before the race begins!

# 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. Leaderboards may be omitted.

# V2.0 Update

The game will now have an extra menu before the race begins that allows the player to customize their bumper butt. In total there will be 3 things the player can change:

## Colour

The player will be able to change the colour of their bumper car and butt separately. Colours will range from tan to darker tan for the butts, and a myriad will be available for the body fo the car.

## Wheel Size

The player will be able to change the size of the wheels which should make for some small differences in the way the car drives due to the speed and slip being relative to the radius of the wheel colliders.

## Spoiler

The player will be able to choose between 3 different spoilers for their car which will provide slightly different spoiler ratios for the downward force (assisted gravity function due to the cars being so light) giving the car a different feel when drifting or taking jumps/bumps.

## Abilities

Abilities were supposed to be part of v2, but I already began to create them for v1. I only got shield and speed implemented for v1 though, and the rocket is nearly complete for v2. Also, v1 did not include any related UI, whereas v2 should include UI to at least denote which powerup the player has at the time.