

Game Pitch Document

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Title: Grand Prix Manager

Genre: Racing, Management, Strategy

Style: 3D,

Platform: PC, Consoles

Market: Motorsport fans, Strategy game fans

Elevator Pitch: A sports management game centered around running a motorsport operation, taking inspiration from existing games in this genre and incorporating aspects from other genres like strategy games.

The Pitch

Introduction

Grand Prix Manager is a sports management game centered around the world of motorsport. The game will allow players to assume the role of a “Team Principal” - the boss of the team. They will have to manage all aspects of a team, like managing staff, team HQ and the play-by-play of a race weekend.

The Gameplay

Gameplay will be generally split into 2 distinct sections, which are in part inspired by existing games in the genre, but also others like the modern XCOM games. These sections can broadly be called the “Strategy Section” and the “Tactical Section”.

Strategy Section

This is the broader part of the gameplay, where decisions and their consequences span the course of a longer period of time. In this section the player is challenged with building tools with which to succeed in the “Tactical Section”. Specifically this includes, but isn’t limited to:

- Managing team staff
- Building and upgrading the team HQ
- Upgrading the team’s car
- Voting and pushing for rule changes
- Managing relationships with entities inside, and outside the sport

This section would also present the player with various events, either pertaining to their own team, or global events that have an effect on a larger portion of the game world. These events would not be unlike ones present in Grand Strategy Games such as the Crusader Kings series or Stellaris, where the player is presented with a set of choices that will effect the progress of the event and eventually its effects on the player. These events usually span multiple in-game days or weeks, and can have smaller or larger consequences.

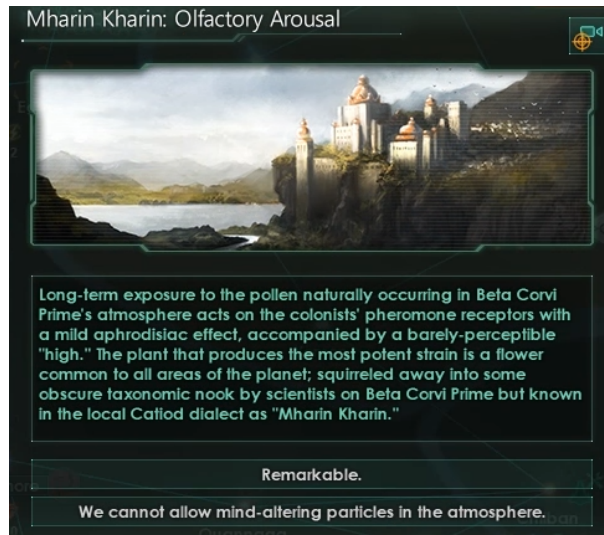


Figure 1: Example of an event from Stellaris

Tactical Section

This is the “moment-to-moment“ part of the gameplay. The tactical section will be structured in the form of a race weekend, just like its real-life counterpart. The race weekend is typically made up of 3 sessions:

- Practice - Teams usually use these sessions to setup their car for optimal performance and try new car parts to see if they’re performing as expected. The drivers use these sessions to get used to their car and the track. All of these aspects would be appropriately reflected in gameplay.
- Qualifying - Drivers aim to set the quickest time possible to start the race in the best position. The player would be tasked with managing the timing of qualifying runs, taking into account variables such as the weather, tyre compounds and others.
- Race - This is where teams score points in the championship. The player will decide the race strategy, tell drivers when and when not to push and manage situations akin to the ones in the Strategy Section, like for example a mechanical problem for one of the cars, etc.

The player has to make decisions based the data that is available to them and decide the best course of action for any situation. Unlike other games in this genre however, it should endeavour to present the information in more vague and uncertain ways in order to avoid this aspect of the game becoming too easy and predictable. For example weather forecasts should be unreliable, instead of being 100% correct like in the game Motorsport Manager.

A large emphasis should also be placed on the AI the player will be competing against. They should be able to make good decisions, but also capable of strategic blunders to give the player an opportunity to turn the tables. Most of all though they should make decisions that feel realistic, instead of feeling artificial and plain stupid.

Last but not least the game shouldn’t be afraid of taking things from the player’s control. Just like real-life motorsport can sometimes feel unfair, there should be mechanics in the game that give the player that same feeling. This aspect however has to be realized in a way that still makes it feel like the player is in control, just not 100% of the time.

Game Setting

The game will be set in a fictional world partially inspired by real-life racing series, brands and teams. Something akin to Motorsport Manager, which contains fictional teams, but which are clearly inspired by real-life. This however shouldn’t prevent it from diverging from real-life and coming up with something new.

Game Style

As this is a management game, graphical fidelity isn’t and shouldn’t be its main focus. It should mainly aim at presenting all relevant information in an easy to understand manner, and making menus intuitive

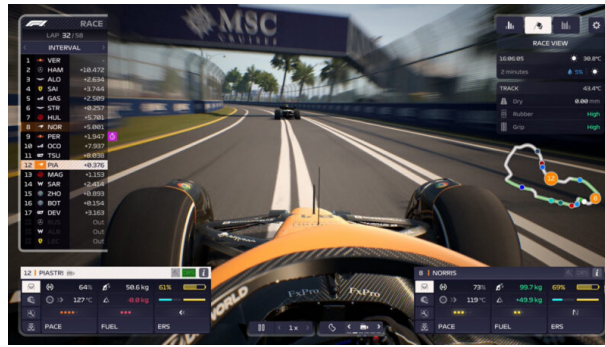


Figure 2: F1 Manager 2023



Figure 3: Motorsport Manager

and easy to navigate, especially in the “Strategy Section“ of the game. Graphical quality will be more important in the “Tactical Section“, where visual fidelity will play a larger role in creating a sense of immersion. That still doesn’t mean the graphics need to be “realistic“. Something more akin to **Motorsport Manager**, rather than **F1 Manager 2023**.

Target Audience and Platforms

The game is mostly targeting motorsport fans and fans of the strategy genre. Especially ones that want an authentic feeling experience with a lot of mechanical depth and replay value. The game will initially be released for PC, with a potential expansion into consoles.