Bridger Burkes

Homework 2 (Beginning GDD)

MART 391

2/3/2024

Concept and Properties

I plan on making a retro 4 player racing game. I'm thinking like a bird's eye view version of Wipeout (Not the game show, the racing game).

Details, Mechanics, Network Features

Each player gets a basic cart (I'm thinking about if it would be viable to have selectable carts with different abilities) and the player can see a lot of the track from above. I imagine an orthographic view so depth isn't visible, but still have levels on the track and 3D obstacles as well as power ups. Really it's an arcade racer meant for casual play or couch parties. As for networking features, I imagine 4 players, either through online or lan connection, and I don't think this game needs randomized matches, so strictly play between people who know each other or a lobby code.

Network Environment

I will most likely use Fishnet as it seems to be a bit more modern and developed than the other options. That is to say the tutorials are more up to date with the current version of Unity meaning nothing should have broken. It also for the most part seems to be free.

Generative AI

I don't intend to use generative AI for art or other creative purposes. If I do use generative AI, it will be ChatGPT for development and coding purposes, and all sources will be thoroughly vetted so as to not commit plagiarism.