

Speedy Speed Bike

EGD-220-02 | Project 3 | Team 1

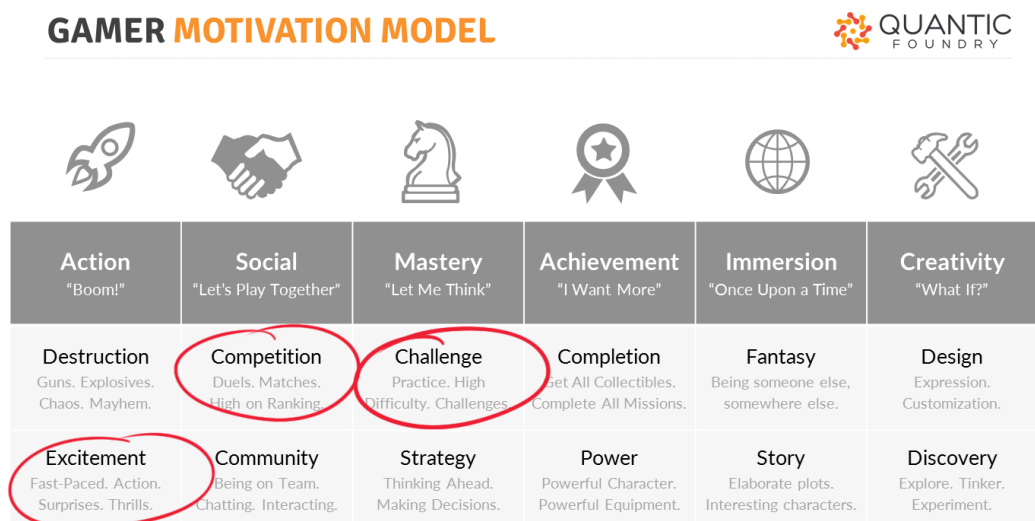
Graham Okai, Nicholas Tvaroha, Sam Fox, Cat Davey, Joey Romanowski

Intent

Speedy Speed Bike is a fast paced first person racing game inspired by Tron but with a twist on the trail that is left behind. There is a circuit track that the player must complete 3 times. As the player moves, they leave behind a trail that will increase their speed (instead of killing them like most Tron-inspired games) when they loop around and drive in it. The controller will be a Wii Fit Balance Board so that the player has to physically lean in order to turn. This will lead to a very immersive experience for the player.

Potential Audience

Due to the fast-paced and immersive aspects of the game, players who enjoy high intensity and engaging gameplay will be drawn to this game. Racing games also have an inherent competitive nature to them. Leaderboards and pressing the times to get better and better will be a large part of the experience. The Wii Fit Balance Board will be a very unique controller for many to tangle with, especially to try to get precise turns and remain on the trail.



(Yee)

To relate this to the Quantic Foundry Gamer Motivation Model, The fast-paced gameplay would lend itself to the Excitement section of Action. The leaderboard aspect will best fit the

Competition type of player. As for the difficulty of the Wii Fit Balance Board, people in the challenge category will want to try over and over again to get the best racing lines.

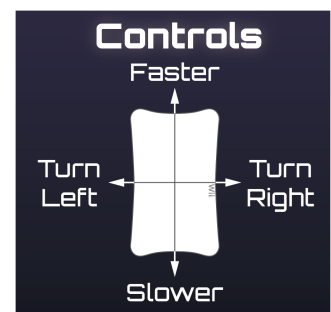
Context and Environment

Since this game relies so heavily on competition and fast-paced action, story and deep lore plays a lesser role in what makes the game fun. The environment will be mostly driven by the art and sound direction. It will take place in a neon and largely abstract cyberspace where the race is the most important thing in the world at that time. The controller will make the game very immersive so it will feel like the player is entering the game itself.

Gameplay

The controller for this game is a Wii Fit Balance Board that the player sits on. As they lean back and forth they will turn left and right. When they lean forwards or backwards they will accelerate and decelerate.

As the player races along the track, they will leave behind a trail. When the player moves through the trail on later laps, it will allow them to go even faster.



Other than those additions, the game will follow pretty closely to the racing genre. There is a linear track that loops on itself and the player must complete 3 laps in order to win the game. They need to take advantage of the boost trails they leave behind in order to go faster and get a better time.

Aesthetic Direction

Art Direction

There are several options that we can go with. (This will get fleshed out when we have a more solid art direction).

[Look at Art Concept Doc](#)

Options:

- Vaporwave
- Scifi Comic
- 70s/80s Anime

Sound Direction

Music will play an important part in creating an intense and immersive experience. It will be fast paced with a high BPM to keep the player engaged with the speed and energy of the game. There will be a lot of arpeggiation to help create a grand and epic experience.

There will be a few sound effects to help keep the player immersed in the game. These include speeding up and slowing down as well as crashing sounds for if the player crashes.

Example

TODO

Sources

Yee, Nick. 2021. "Quantic Foundry." Quantic Foundry. 2021. <https://quanticfoundry.com/>.