

# Speedy Speed Bike

EGD-220-02 | Project 3 | Team 1

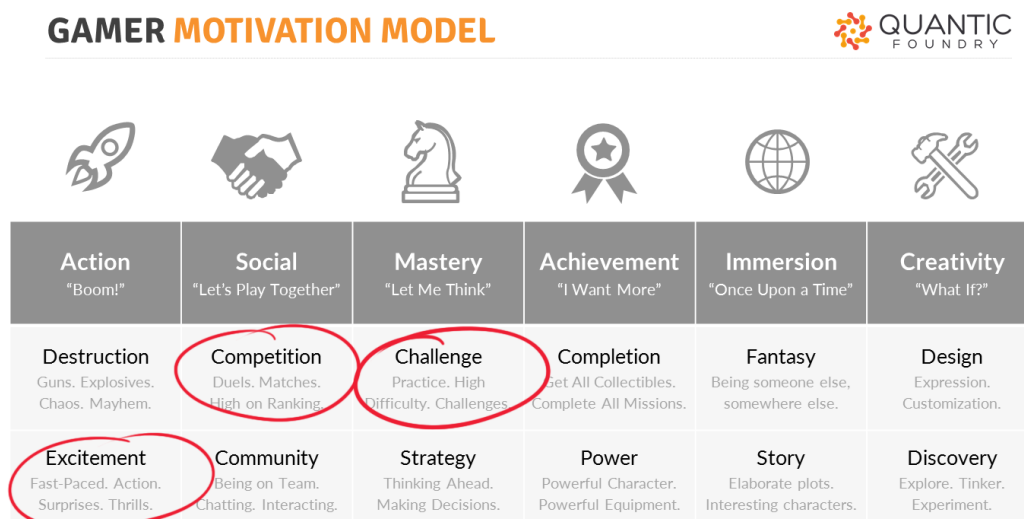
Graham Okai, Nicholas Tvaroha, Sam Fox, Cat Davey, Joey Romanowski, Osiah Dorman

## 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 2021)

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.

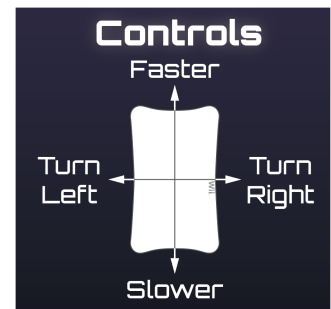
## Context and Environment

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 futuristic Martian desert with large cities off in the distance. The world takes inspiration from the 70's and 80's optimistic view of a future of flying cars, talking robots, and colonies on Mars. The track will be a typical race track but it is surrounded by red Martian soil and rocks.

## 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.

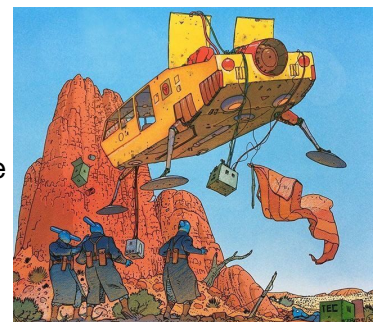


Other than those additions, the game will follow pretty closely to the racing genre. There is a linear track that loops on itself and the player must complete 3 laps in order to win the game. They need to take advantage of the boost trails they leave behind in order to go faster and get a better time.

## Aesthetic Direction

### Art Direction

The art will take inspiration from 70's and 80's sci-fi comics. This will have thin line art that is largely cell shaded. This is all to provide a sci-fi feel. Around the player are largely empty Martian deserts with bright neon cities far off in the distance.



### Sound Direction

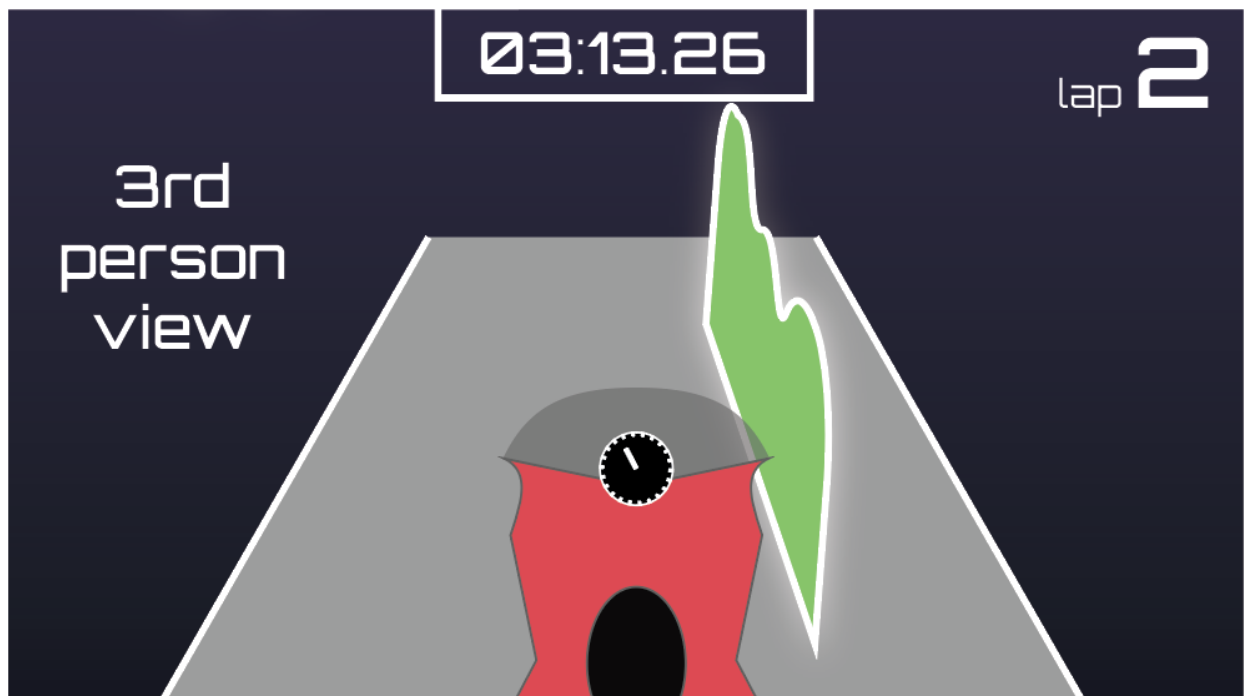
Music will play an important part in creating an intense and immersive experience. It will be fast paced with a high BPM to keep the player engaged with the speed and energy of the game. There will be a lot of arpeggiation to help create a grand and epic experience.

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.

EUROBEAT

## Example

### Example Play Space



It is important to note that this is a third person 3D game. All assets, however, will be 2D placed in the 3D environment.

In this example, the player has successfully completed a lap and is on the 2nd lap (as indicated in the top right corner of the screen). They have come across their trail and will try to use it to boost their speed and complete the next lap as fast as possible.

## Example Track



There will be one track in the game. This track will be split up into 2 sections: a slower and more precise area with many quick turns and a faster area with a few gradual turns. This promotes skills in handling the motorcycle which fits well with our challenge based audience. Then the player will be rewarded with a really fast and easy part of the track that will benefit the excitement based audience.

## Sources

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