Warzone + Rocket League = **CARZONE**

**Concept**

A battle royal where every player controls their own car.

There will be a big map with a zone getting smaller, luring the players to the same area. The players goal is to eliminate the opponents car by destroying it. This can be done in various ways. Last car standing wins.

**Killing**

**Fall damage**

Be able to jump high and hook a opponents vehicle in the sky

**Destroying**

Damaging the vehicle by bumping into it

Have spikes on your wheels

Shooting\*

**Surviving**

Be able to blend in with the environment, since there will be other random cars randomly scattered around the map

Invisibility upgrade

Becoming really tiny, this allows you to dodge projectiles or out maneuver your opponents around the terrain

Getting smaller increases your weight, so you will have to master this when taking big jumps.

**Shooting**

* **Shooting wheels**
  + Impact damage
  + Fire trail
  + Spike trail
* **Boxing gloves**
* **Gun**
  + Limited ammo / hard to shoot

**Car features**

* **Ramp**
  + Gives speed boost
  + Making it go up and down is pretty slow (can be upgraded?)
* **Be able to change size**
  + To go through certain holes
  + Increases speed
* **Shield**
  + Collect parts to upgrade shield

**Damage types**

* **Projectiles**
  + Bullets
  + Wheels
* **When a car lands on you**
* **When a car bumps into you**
  + Damage based on velocity

**How to get your weapons**

* **Buying them in your garage, getting them fully at begin of the match**
* **Buying them in your garage, you can find them in the match**
* **Buying them in your garage, You get them at begin of the match but you**

**have to find parts to upgrade them**

* **You can find any weapon / upgrade in the map**