**RentRace Design Overview**

A Pacman-inspired game with Incremental game elements.

**Pitch**

RentRace is spin on an arcade classic for mobile platforms, introducing new elements of resource and property management to the game. You play as an Investor, building up capital and then investing in property. As you navigate the level collecting coins, you will need to avoid hazards until you can safely purchase property, after which you can collect Rent from the Tenants and maintain the property to keep the Tenants happy.

**Overview**

The Game is set in modern times, portrayed with colourful pixel graphics from a bird’s eye perspective. As of yet, we are not sure what should represent the properties (Divisions of REA Group, suburbs?). The game’s basic early elements will play a lot like Pacman, with the player navigating a maze and collecting Points/Money while avoiding hazards. If the player collides with a hazard then they will drop the money that they are carrying. The player can safely store their money in 2 ways: Storing it in the bank, or by purchasing property. By purchasing property, the player will gain an extra source of income, which will spawn over time around the property and require the player or an Agent to pick it up. If the property is left unattended for too long then it can become damaged or may attract vandals, which decrease the income dropped and might even scare away your tenant. To help manage property, the player can hire an agent, who for a small fee will help manage your investments for a short period of time.

**Victory and Loss Conditions**

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| --- | --- |
| **Victory Conditions** | **Loss Conditions** |
| Reaching a loss conditions with a higher score than other players | If the player cannot afford to maintain basic expenses for too long |
|  | If the player neglect too many properties then they get sued by tenants |

**Active Challenges**

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| --- | --- | --- | --- |
| **Challenge Goal** | **Player Action** | **Feedback To Action** | **Action Validation** |
| Move Player Character to collect points | Using the controls (TBC) the player will navigate their character around the maze to collect points | Players can see where the points are and see they have collected points | Character movement can be seen reacting to player input |
|  |  |  |  |

**Internal Economy**

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| --- | --- | --- | --- | --- | --- |
| **Tangible Resources** | **Value** | **How is it exchanged** | **Negative Feedback Mechanism** | **Positive Feedback Mechanism** | **Random Elements** |
| Money/Points | 1 coin = 10 points | Money can be exchanged for Property (and upgrades?) that can be used to increase point gain rate. | There will be muggers around that can steal from the player | Investing in property or depositing money in the bank will keep it safe. | Spawn position of points, spawn area of muggers |
| Property | Variable Value | Purchased with score |  | Increases overall spawn rate of coins | Property can come under attack that results in damage |

**Operational Rules of the Game**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Description** | **Global or Local** | **Impacts On…** | **Relates to Constitutive** |
|  |  |  |  |  |

**Constitutive Rules of the Game**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Global or Local** | **Implementation** | **Relates to Operational** |
|  |  |  |  |

**Implicit Rules of the Game**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Impacts on…** |
|  |  |  |

**Description of Game Mechanics using the Rules**

**Goals**

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| --- |
| **Goals** |
| To play for as long as possible |
| To reach a loss state with a higher score than other players |
| To keep properties safe from vandals and damage |
| To avoid muggers and maintain score |

**Player Psychology**

|  |  |  |  |
| --- | --- | --- | --- |
| **Goal** | **Psychological Strategy** | **How Game Design Employs this Mechanism** | **How the mechanism achieves the goal** |
| To play for as long as possible | Classical Conditioning | If the player plays for longer then they are more likely to gain a higher score | The player will make an association between the length of the game and their score |
| To reach a loss state with a higher score than other players | Reward | The game will keep track of High Scores so that people can talk to their friends and show off. | The player will feel accomplished |
| To acquire points | Classical Conditioning | The Game will play a pleasant sound and the score will increase | The player will associate the plesent sound and increase in score with the action of point gathering and follow a positive feedback loop. |
| To acquire property | Operant Conditioning |  |  |
| To keep properties safe from vandals and repair damage | Operant Conditioning |  |  |

**Examples of Similar Games**

* Pac Man
* adVenture Capitalist

**Platform Aspects**

**Primary Audience**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** | **Gender** | **Cultural Background** | **Primary Play Method** | **Gameplay Motivation** |
| 20 - 40 | 50-50 split | Australian audience at REAIO | Mobile, Tablet | Fun simple game with potential for high-level play |

**Secondary Audience**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Age** | **Gender** | **Cultural Background** | **Primary Play Method** | **Gameplay Motivation** |
| 20 – 40 | 50-50 split | Australian audience at REAIO | Mini Arcade Cabinet | Fun simple arcade experience with potential for high-level play |

**Evidence of Similar Games in Target Market**

**Distribution Method**

**What Methods will be used to engage Audience**

**Evidence of Market Support**

**Reference Art**

**Technical Feasibility**

**Projected Completion Time**