

Street Demon



Changelist

Date	Author	Change
11/01/25	Sudhir	Initiation of LDD
13/01/25	Sudhir	Changed Setting and reference images
16/01/25	Sudhir	Added Cover Image and Layout Image

Table of Contents

Contents

Changelist	2
Table of Contents	3
Story.....	4
Environment.....	4
Setting	4
Act 1	4
Act 2.....	4
Act 3.....	4
Characters	4
Features.....	4
Act 1	4
Act 2.....	5
Act 3.....	5
Themes.....	5
References	6
Act 1	6
Act 2	6
Act 3	7
Vehicles	8
Obstacles	9
Program.....	10
Act 1	10
Act 2	10
Act 3	10
Obstacles	10
Character (Vehicles)	10
Diagram.....	11
Metrics	12
Layout	13
Walkthrough	14

Story

The player is a street racer, racing in the streets of Rio. This specific race track tests player's multiple skills. Act 1 tests players top speed, Act 2 tests players medium speed quick reactions and Act 3 tests player's throttle control and cornering.

Environment

- Beach
- Marketplace
- Residential Area

Setting

Act 1

- Long Beach road
- Ramps and curves

Act 2

- Crowded marketplace
- Filled with obstacle
- Main path is longer but has less obstacle
- Short Path has more obstacle but can use various jumps to navigate it quicker
- Third Path is the most difficult with a lot of obstacles.

Act 3

- Residential area – Favelas.
- It has a lot of tight corners and bends
- Have to navigate uphill and downhill

Characters

- Cars
- Trucks
- Bikes

Features

Act 1

- Long Sandy roads
- High speed racing

Act 2

- Crowded Streets
- Shops and Food Stalls on the road
- Smaller ramps to jump over obstacles
- Diverging paths

Main path – follows main road without entering the market area

Short Path – Goes through the market area navigating through several obstacles

Third Path – Harder market route possibly the longest route among the three

Act 3

- Residential area – Tighter spaces
- Lot of Hairpin Bends
- Combination of uphill and downhill driving

Themes

- Set in **Rio**
 - Beaches
 - Festive Market Place
 - Favela

References

Act 1



Act 2





Act 3



Vehicles



Obstacles



Program

Act 1

- Long straight roads
- Easier to help the player get the hang of the controls
- Allows the player to feel the speed
- 10 – 15 sec

Act 2

- Medium roads
- Main road (15 – 20 sec)
- Short road (10 – 25 sec)
- Alternate road (15 – 30 sec)
- Lot of obstacles

Act 3

- Short roads
- Hairpin Bends
- Difficult to maintain speed
- 25 – 35 sec
- Need to navigate both uphill and downhill

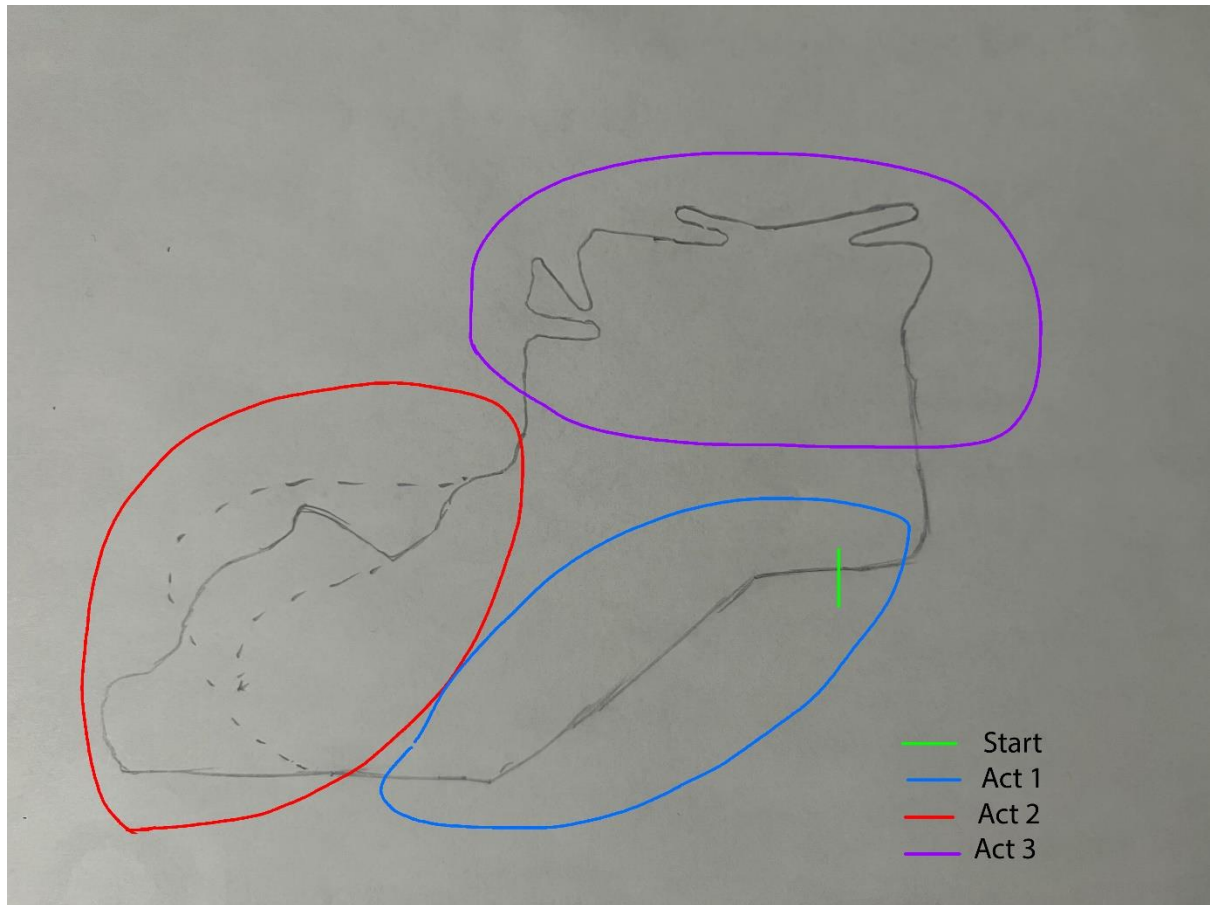
Obstacles

- Vehicles – Cars and Trucks
- Stalls – In the Market Act
- Barrels and containers
- Electric poles and rope poles

Character (Vehicles)

- Street legal Hyper cars and muscle cars
- Aston Martin Senna
- Lamborghini Aventador
- Dodge Challenger Hellcat
- Dodge SRT Viper

Diagram



Metrics

Layout

Walkthrough

