A Car Project

[Document subtitle]

Thomas Riches

[Company name]  [Company address]

Brief

A Car Project is a side-scroller that mixes Battle Construction Vehicles with Streets of Rage-esque beat em’ up mechanics with 2.5D graphics.

A Car Project features the player (And maybe a friend) playing as a construction vehicle.

The player will have the choice of either playing as a crane or a saloon car. The crane will be slower but deal more damage, while the saloon can zip about.

The player’s health is represented by a tank of Fuel, constantly decaying. The goal of the player is reach the end of the stage and defeat the boss before their Fuel reaches zero. Should they run out of Fuel, their car will break down and must spend a life to get back to fighting.

There will be a number of powerups to buff the player temporarily. Nitrous amps up your damage. A picture of a gun will provide the player with a weapon upgrade. A roll of bandages will pause your fuel decay for a limited time.

One screen in the stage will require you to survive three waves of enemies before you can move on.

The game will feature an arcade score system, granting more points for how much fuel you have left, how quickly you finish the stage and how many enemies you’ve defeated.

The final boss of the stage will be a bulldozer.

Developers

Andrew Scott - Programmer

Tembani Mdaya – Art animation lead

Thomas Riches – Programmer, designer/world builder

Prototype Requirements

* Controllable car for player
* Enemies that hurt
* Survival mode