SPACE RACER Game Design Document

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Intro

It's the year 2889 and for the past 104 years there has been a certain competition renowned throughout the whole galaxy. This time as well, the showing for this competition is grand, with a whopping 64 competitors taking part…but there seems to be something unusual about them… The 105th annual, deadly, intergalactic racing championship known as WIP is about to begin!

Gameplay

The player has control over a flying vehicle which he uses to race against other (computer controlled) players across a racetrack which can span multiple planets and contains various objects both good (power-ups, speed boosts) and bad (obstacles, enemy fire).

The space in which the game operates during the actual races is 3D with an over the shoulders 3rd person perspective camera view. The player is able to freely move about in this space, but will be restricted by the borders of the racetrack itself once they try to exit the course and be forced to turn back. The racetrack itself would also contain various paths which you'd only be able to access if you're skilled enough to do so. The faster paths would be more difficult to access and stay on track while the slower paths are easier to access and stay on track. The goal of the race is to come in first while preventing yourself from getting killed by your own mishaps or by the other competitors' doing.

The menu navigation is more or less in a simple 2D space showcasing the biggest options of the menu first, which can be clicked on/selected to take the player to another sub-menu of that specific option.

Controls

Button (PC/Controller)	Action during gameplay / **Action during menu**
Directional Buttons (UP, DOWN, LEFT, RIGHT) / Joystick (UP,DOWN, LEFT, RIGHT)	Tilts the nose of the vehicle in the direction of the button / joystick, **navigates menu and modifies settings**
Space / A	Accelerates the ship forwards **and confirms a selection**
Shift / X	Slowly brings the ship to a stopping halt (brakes) **or cancels a selection**
W / Y	Attacks (ranged attack from a distance, physical attack up close) **reverts options to default settings**
Q / Left Trigger	Allows the player to make a sharp turn while maintaining their current speed (Drifting). Double tap twice to do an evasive maneuver (BARREL ROLL).
E / Right Trigger	Use Item or send out guiding beacon if pressed for more than half a second.
Backspace / Start	Opens pause menu **closes pause menu and confirms and saves changes**

I've added pictures of the HUD I'd like this game to resemble in the folder 'HUD'. In short, a futuristic, yet clean and spacious HUD for both menu navigational purposes and during the race.

Environment and Art style

The game plays out in a far off dystopian galaxy, torn apart by war and put together under the iron fist and rule of a single conglomerate of creatures. I imagine the maps to look like quite destroyed, with debris floating here and there, ruins of now extinct or almost extinct civilizations scattered about planets just outside of the racetracks. Depressing flora and fauna should be present on the racetracks, traces of industrialization, planets on the verge of being destroyed from the inside out and when you transfer from one planet to the next during a race you should be able to see colossal battles going on in the background or the planet you were just racing on…exploding!

Even though I described it like that, there would be 1 level in the game where everything is quite colorful, more utopian, friendly, at peace, a place where people are expecting a friendly racing competition. This place would eventually get torn apart by various event triggers activating in the map, representing the kind of twisted despair this competition embodies.

I've added a folder with pictures called 'Art Style' to showcase the kind of art style I imagine this game to have, so I don't have much left to add about this, however I do think a short description would be in order. The game would use a very stylized comic, cel-shaded / toon shaded to accompany the crazy, strange universe this game has.

SFX and Music

The sound effects are generally futuristic with a lot of laser whooshing noises, jet engines noises, explosions, water splashing, grass rustling, buildings breaking, all of that good stuff.

The music could be quite ambient at the start when exploring the main menu, going into options or exiting the game. As soon as the race starts though, the music should kick into overdrive and start blasting the kind of music that would get you pumped to race. I can't really describe the genre's I'm imagining for this so I've put a few examples down below.

Menu / Title Screen music

Metroid Prime - Phendrana Drifts (Chapel of the Elders) (Main Menu)

Metroid Prime 2 - Multiplayer (Character Select)

Various racing music

Smash 4 - Corneria Remix

Tatsunoko vs Capcom - Orbital Ring Systems Cargo Bay

F-Zero GX – Feel our Pain

Redline - Redline

Zone of the Enders - BAHRAM Battleship