

Game Pitch Document

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Title: Rocket League

Genre: Sports / Arcade / Driving

Style: 3D, Futuristic, Neon-Sport

Platform: PC, PlayStation, Xbox

Market: Competitive gamers, casual players, friends who want to play together

Elevator Pitch: A powerful hybrid of arcade soccer and automotive chaos. It's soccer, but with rocket-powered cars that can fly.

The Pitch

Introduction

The basic idea of the game is very simple - it's soccer with cars. There are no complicated rules like in soccer. There are no referees and no ways to break the rules. In Rocket League, there is only speed, physics, and endless chaos. Players control cars in a closed arena and try by any means necessary to lead their team to victory. Players try to score a huge ball into their opponent's goal, and they can also blow up their opponents by crashing into them at high speed. It's very easy for beginners to get the hang of the game because it's very intuitive, but at the same time, the more difficult mechanics of the game, such as aerial flights and tricks, require much greater skill and can take a long time to master.

Background

I have always loved racing and sports games, but every year they seemed to become more and more monotonous and boring. I wanted to take the best of both genres to create something new that had never been done before. In racing games, I really enjoy the adrenaline rush that driving gives me, and in sports games, I like the tactics and strategy needed to win. I was inspired by regular soccer and destructive racing. I wanted to create something very interesting and crazy that couldn't happen in real life. My goal was to give players a game they could play with their friends in the evenings and that they wouldn't get bored with.

Setting

Rocket League has no storyline or characters. Players compete against each other in leagues. Games are played in special enclosed arenas. The ball cannot leave the field, so the game will only be paused in the event of a goal or the end of the match. The shape of the walls also allows cars to drive on them. The atmosphere is very futuristic and resembles a huge e-sports tournament with ideal conditions and a large number of spectators.

Features

- **Rocket flight:** Each car has a rocket booster at the rear. Cars can drive faster or take off into the air using acceleration. This makes it possible to perform complex tricks in the air, which is what distinguishes ordinary players from professionals.
- **Physics-based gameplay:** the ball behaves like a real physical object. If you hit it hard, it flies fast. If you hit it at an angle, it spins. There is no 'shoot button'—the car itself is the foot.
- **Destruction:** if you reach supersonic speed and hit an opponent's car, it explodes. This is an effective tactic for eliminating the goalkeeper.
- **Short matches:** each match lasts only 5 minutes. This makes the gameplay intense and exciting ("just one more game").

- **Cross-platform play:** PC players can play with console players. Everyone plays together.

Genre

The game's genres can be described as "Sports" and "Car Racing" but Rocket League is very different from standard games in these categories. Sports games are mainly simulators where the player automatically controls the ball and can pass it to teammates with automatically accurate passes. But in my game, the player uses arcade driving mechanics to interact with the ball. The game features team sports strategy and car control similar to racing games.

Platform

The game will be released on PC (Steam) and consoles (PlayStation and Xbox). Later, it will be possible to port the game to Nintendo Switch, as the graphics do not require very high device performance.

Style

The visual style is very bright, clean, and neon.

- Cars: They look like toys but are highly detailed and balanced so that no car has an advantage over another.
- Customization: This is an important part of the game's style. Players can put funny hats on their cars, change rocket smoke, wheels, car color, and much more.
- World: The arenas are bright, and each has its own visual identity. When a goal is scored, there is a powerful explosion that throws everyone to the sides. This visually emphasizes the goal and gives additional enjoyment to the players who scored it.

