

PROJECT R.R. (REMOTE RACING)

TRACK: INERTIA PLAYGROUND

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~LEVEL OVERVIEW~

- ~ENVIRONMENT~

- Outside
- Afternoon
- Clear Sky
- Sunny
- Lush
- Colourful

- ~LOCATION~

- The map as a whole alludes to what a playground contains in terms of entertainment, relaxation, or adrenaline-rush activities.
- The location is lush, with lots of tall grass and forests to give the park a sense of life.
- Colour is vibrant and pops out of the environment, to give it an appealing look to it.
- Different attractions will contain different materials. Some attractions are metallic, some are wooden, some are plastic.

~LEVEL ASSETS~

- ~PROPS~
- ~Ubiquitous or in more than One Area~
 - Trees
 - Tall Grass
 - Picnic Benches
 - Shrubbery
 - Rocks/Stones
 - Benches
 - Fencing
 - Pavement
- ~Area 1: Garden Centre
 - Garden Arch
 - Produce
 - Soil Patches
 - Sprinklers
 - Garden Shed
- ~Area 2: Pond
 - Pond
 - Pond Bridge
 - Lily Pads
- ~Area 3: Swing-Sets and Sandboxes
 - Creek
 - Swing-set
 - Sand-boxes
 - Shovels
 - Pail
 - Toy Cars
- ~Area 4: Slides
 - Ascending Slide
 - Main Structure
 - Ladder
 - Descending Slide

- **~Area 5: Inertia Walking and BMX Slope (Part 1)**
 - Dirt Hills
 - Dirt Road
 - Gravel
 - Signs
- **~Area 6: Inertia Walking and BMX Slope (Part 2)**
 - Some assets of Area 5 carry over into Area 6, they somewhat merge in terms of space.
 - Splash Pad
 - Nozzles
 - Hoses
 - Mushroom Sprayer
 - Fountains
- **~OBSTACLES~**
- **~Area 3: Swing-Sets and Sandboxes**
 - Swings
 - Sandbox
- **~Area 5: Inertia Walking and BMX Slope (Part 1)**
 - Metal Shrapnel

~LEVEL DIFFICULTY & INTENTION~

- ~DIFFICULTY AND INTENTION?~
- The intention of this level is to maintain a decent difficulty, between the lines of beginner and intermediate.
- Since this is the first track players can see in the track selection, it would be the easier track than the other (hypothetical) tracks.
- The design of the track is simplistic and easy to read and memorize and not overtly complicated.
- There are alternate paths that the player can use if they want to get an extra item or get ahead in the lead. Although this leads to a small spike in difficulty.

~MAP LAYOUT~



~MAP DESCRIPTION~

· **AREA 1: INERTIA PARK GARDEN CENTRE**

- This part of the pie is a community garden contributed by many.
- The arches near the starting line are your indication of where to go into the garden as a whole.
- A stone tile path is the design of the road in this particular garden centre.
- After the participants make a right turn, the road branches into two different paths.
 - If they continue straight, the path that enters the pond will be quick, but no other reward.
 - If they make a sudden left turn, they'll be rewarded with a row of power-ups to grab when they enter the pond area.

· **AREA 2: TRANQUILITY POND**

- Tranquility Pond is what its name implies, a smooth sailing ride across a pond.
- The track turns from a stone pattern to a smooth pavement.
- A bridge goes across the pond, allowing the drivers to get across easily.
- A row of power-ups lie right in the middle of the bridge. If players took the alternate route in the garden, they'll be rewarded with two power-ups.

· **AREA 3: SEESAW SWING-SET AND HOURGLASS SANDBOX**

- Despite the word 'seesaw' being in the name, Seesaw Swing-Set does not involve an actual see-saw.
- The path continues being smooth pavement, although out of bounds regions are sawdust.
- After exiting the pond, the road will branch out into two paths: one that leads to the swing-set, the other leads to the sandboxes.
- No matter which path a player picks, they'll have to go over ramp, entering their respective area.
- SWING-SET

- The road is a straight line that is made of the rubber found in swing-sets, with four extra swings (1 booster seat, 2 regular seats, and 1 tire swing) swinging back and forth, intending on knocking you off the track and into out-of-bounds.
- At the centre of each swing-set, there are power-ups for your choice of going through the swings.
- In the middle of the swing-sets are a ramp to help drivers jump over a small creek.
- **SANDBOX**
 - The road is now made up of various toys commonly associated with sandboxes.
 - There is no swinging obstacles, but players need to be careful with driving, as they can drive off the toys and into the sand.
 - In the middle of the sandboxes are a ramp to help drivers jump over a small creek.
- Once the player exits either obstacle, they need to drive on one more ramp to get back on the pavement. Then the roads will merge into one and lead to the slide.
- **AREA 4: DOUBLE-DIRECTION DESCENT (SLIDES)**
 - The Double-Direction Descent is a slide structure that acts as an exercise in ascending a track, then descending.
 - The track turns from pavement into plastic for both slides, and wood for the platform.
 - On the ascension, there are no obstacles, allowing the player to concentrate on the ascension.
 - When the ascension reaches its end, players will find themselves on a cubic platform. Their next stop is the descending slide.
 - The enclosed slide is the descending slide, and as the name suggests, goes back down to ground level. This slide descends in a spiral design as well, providing the illusion of descending a fully closed slide in the park.
 - When the racers exit the slide, they can go the second last area of the track.

- **AREA 5: INERTIA WALKING PATH AND XTREME BMX PARK**

- Similar to the structure of the swings and sandboxes, this area contains a divided road.
- One road leads to more pavement, while the other leads to a darkened dirt road surrounded by grass.
- WALKING PATH
 - The path is nothing more than concrete and lush scenery.
 - There are two separate rows of power-ups during the duration of the track.
 - This track is considerably longer than the other.
- BMX PARK
 - The path is nothing more than bumpy roads and hills, what you would see on a BMX practice arena.
 - This track, despite its precarious nature, is shorter than the walking path. Players can even get a chance to get the finish line first through this lane.

- **AREA 6: NIAGARA SPLASH PAD**

- The splash pad resembles those found in cities and resembles a sausage shaped lake.
- The splash pad is an area where the roads are still divided. Some props from Area 5 carry over into here, with the inclusion of unique assets only made for this area.
- The roads lead straight to the splash pad, and it's a free-for-all in terms of moving around, but not where areas are declared out-of-bounds.
- All the structures, hoses, and nozzles are just aesthetics adding to the atmosphere.
- When the player exits the splash pad, the roads turn into concrete and merge at a single point. There is also a row of power-ups before the finish line, as to provide a boost for when racers run the next lap.