General information

Team name: [Lama]

Team members: [Andrea Carrarini, 927539

Loris Cerrato, 894173 Polimi

Andrea De Cosmo, 939930

Michele Maione, 931468]

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# Your “constraints”

Card(s): [] – both

Game Genre(s): [Action: Shooter – Sport/Simulation: Racing] – both

“Time”: [future]

Player mindset: [mid-core]

Bartle’s type: [Killer]

Mode: multiplayer

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Game Design – part 1: concept

Concept: [name of the game, e.g. ICO]

Logline*: e.g. Solve the puzzles or join the tormented souls forever*

## Introduction

e.g. Within a world of enchantment and wonder, evil resides in an ancient castle. Ico, a young boy born with horns, has been expelled from his village and left within this isolated fortress. Embarking on a perilous quest to save himself as well as a beautiful princess. Ico must find a way to escape. However, escaping will be no easy task. Every towering staircase and stone block is a piece of puzzle. Every open window, dangling chain and razor thin escape illuminates another mystery.

## Description (of the game)

Teams of 2 players compete in a free for all arena car fight, one is the driver and one is the shooter.

The goal is to destroy the enemy cars and be the last standing team in the arena.

Your team has to survive the attacks of the other teams and also the traps in the map, which is an ancient roman arena.

The audience can, randomly or following the actions of the game, influence the battle by throwing power-ups that can be collected and used by the teams.

## Key features

The game is based on synergic collaboration between members of the same team, facing at the same time both the environment (traps, obstacles, random events and enemies) and other players.

Depending on the chosen faction, each team has its unique skills, weapons, cars and abilities.

During the battle, players’ actions may rise the audience’s hype.

Periodically, factions compete for supremacy and exclusive rewards.

Platform(s) [PlayStation 4, Xbox One X, Nintendo Switch, PC]

Concept Art

(…. Optional FOR CURRENT RELEASE, MUST BE INCLUDED IN THE FINAL RELEASE OF THE CONCEPT!)

Notes [if any]

Game Design – part 2: formal and dramatic elements

Try to describe the game you are conceiving in terms of:

## Formal elements

1. Players

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1. Objectives

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1. Procedures

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1. Rules

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1. Resources

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1. Conflict

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1. Boundaries

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1. Outcomes

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## Dramatic Elements

1. Challenge

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1. Play

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1. Premise

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1. Character(s)

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1. Story

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