Hypogeum

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| Hypogeum  the faction battle | Abstract  Since humans had left the Earth, centuries have passed and the blue Planet is now inhabited only by the animals, that have learned to manage the technology of our descendants and to create their own. From that moment, a long war among the different species has taken act, to establish which was the best one. Inspired by the ancient books on “mythology”, they decided to set their battles in a huge arena: the Hypogeum. Rather than kill each other in “primitive” ways, they clashed each other using different cars, depending on the species they belong. Now, only four teams have left – Eagles, Lions, Rhinos and Sharks – and the outcome is more uncertain than ever. Who will be the audience’s favorite? Who will win the war? And, most important, who will obtain the supremacy?  Team Lama   |  |  |  | | --- | --- | --- | |  |  |  | | **927539** | Carrarini | Andrea | | **894173** | Cerrato | Loris | | **939930** | De Cosmo | Andrea | | **931468** | Maione | Michele | |

NOTA BENE: this outline is a list of suggested topics. Please exclude from your document the items that do not apply to your game (e.g.: the does not have a story with subplots, etc.)!

NOTA BENE 2: the final version of the GDD should be complete (i.e. it describes the whole game) and it must include a section that summarizes which are the parts of the game that have been included in the prototype. Otherwise, we will expect that everything described in the GDD have been developed …

If the game requires the creation of a world, describe here in detail all its aspects: overview, key locations, travel, mapping, scale, physical objects, weather conditions, day & night, time, physics, society/culture, etc.