### 5. Gameplay

**5.1 Overview**

You can choose between 4 factions: Lions, Sharks, Eagles and Rhinos.  
There are 2 roles: driver and shooter, both collaborate to win the battle race and gain points for their faction.

Your objective is to defeat the enemy teams by destroying their cars.  
In the arena there are also mobs, traps, jumps, audience… try to avoid dangers kill enemies and win for the glory of your species!

**5.2 Gameplay description**

After the matchmaking ended (when the 4 teams have been formed) the game starts with the teams’ cars in different spawn points of the arena, then the driver is free to move everywhere in the whole map, doing jumps, collecting power-ups, trying to have collisions with other teams, collecting Rational or Instinct coin or running over the AI mobs.  
Obviously your driving ability is key to avoid the dangers of the arena and to let your shooter try to hit the enemy teams to knock them out of the game.  
The shooter instead has to use his weapon to hit both AI mobs and enemy teams, his aim skill is fundamental to eliminate the opponents and lead his team to the victory.

When you’re able to land a shot during a jump the audience will rise and throw a power-up in the arena, collecting it will give your team a boost in one of your stats.  
Different factions have different car stats and a different class special abilities, discussed in the 5.2.1, that will charge up during the game along with time and kills, either mobs or players.

Every team at the beginning of the match can see two different coins: one for his Rational side and the other for his Instinctive side. Picking up one (driver) or shooting it (shooter) will make the other disappear, forcing you to make a choice between your human side or your beast one.  
Once you have collected one, you will have to complete a task to get a boost to the respective stats of the side you have chosen, anyway a detailed description will be presented in chapter 5.2.5.

Bumping with your car into a mob will damage it, while bumping into an enemy car will damage both cars differently, basing on their resistance stat. Bumping into walls do nothing to your car.

The game end when only a team remains.

If at the end of 15 minutes there are still 2 or more teams then the one with more health is the winner. And if it’s a tie also for the health? Then a 2 minutes overtime starts and the teams have to cause the opponent more damage that what they take, and at the end of the 2 mins, if there still isn’t a winner the game is tied.

In the arena there will be traps the driver should avoid or the shooter can activate from distance, discussed in chapter 5.2.2.

Along with traps, the arena will be populated with mobs of different type and dimensions, a full list will be presented in chapter 5.2.3.

The audience will have a part in the game, a full explanation of audience hype and power-ups will be presented in chapter 5.2.4.

**5.2.1 Faction characteristics and abilities**

Each faction has different value of statistics and different special abilities, one for attack and one for defense. They can be charged with time for the driver and with damage and kills, both players and mobs, for the shooter.

The stats are:

* Attack: it affects the amount of damage the shooter does with his weapon
* Resistance: it affects the amount of damage by collision you cause to others or you get
* Health: the health pool of the car, when it reaches 0 your team is eliminated
* Speed: the maximum speed the car can reach
* Agility: it affects the way curves are done
* Fire rate: (Hidden) regulates how fast each faction weapon can fire

Here’s the full list of each faction its stats value:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Lions | Sharks | Eagles | Rhinos |
| Health | 1200 | 1000 | 800 | 1500 |
| Attack | 9 | 7 | 5 | 7 |
| Fire rate | 6 | 7 | 9 | 5 |
| Resistance | 6 | 7 | 5 | 9 |
| Speed | 6 | 7 | 9 | 5 |
| Agility | 7 | 6 | 9 | 4 |

And here’s the list of each special ability, divided by faction:

* Lions:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Name | Player | Description |
| Attack ability | Grenade | Shooter | Throws a grenade causing massive damage |
| Defense ability | Roar | Driver | Makes all cars spin on their position, for a limited amount of time, within a certain range. |

* Sharks:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Name | Player | Description |
| Attack ability | Bite | Driver | Throws a grenade causing massive damage |
| Defense ability | Shark skin | Shooter | Reduces all incoming projectiles damage and cancels all incoming collisions damage |

* Eagles:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Name | Player | Description |
| Attack ability | Net | Shooter | Throws a net, blocking for a limited amount of time all players hit |
| Defense ability | Wind | Driver | Deflects all incoming projectiles for a limited amount of time |

* Rhinos:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Name | Player | Description |
| Attack ability | Charge | Driver | Charges furiously at a higher speed and increases caused collision damage |
| Defense ability | Shield | Shooter | Creates a shield around the car with a health pool and no time limit |

**5.3 Controls**

Map out in detail the game procedures and control.

**GUIDE MODE:**

|  |  |
| --- | --- |
| **KEYS** | **ACTION** |
| W | Go ahead |
| S | Go back |
| Mouse | Camera movement |
| Mouse R | Use your class ability |

**SHOOT MODE:**

|  |  |
| --- | --- |
| **KEYS** | **ACTION** |
| Mouse L | Fire |
| Mouse R | Recharge gun |
| Mouse | Camera movement |
|  |  |
|  |  |
|  |  |
|  |  |

**5.3.1 Interfaces**

Wireframe (with description) of all the interfaces you need.

**5.3.2 Rules**

* 4 teams, 8 players
* A role is given to the players for the whole battle, so they cannot change it during the match and cannot have both.
* When the health of the car becomes zero, the team is defeated and the players are taken back to the menu.
* When a car is hit by an enemy bullet, its health decreases by an amount of damage that depends on the species’ characteristics.
* Bumping into an enemy car will damage both according to their respective resistance stat.
* Players can not shoot to themselves.
* The special ability of the team can be used only when it is completely charged.
* Players’ cars cannot leave neither the arena nor the car.
* The battle has a time limit of 15 minutes, set to prevent stalls. When time’s up, wins the team that has more health left. Otherwise a 2 minutes overtime starts. If at the end the teams have the same health left then the game is tied.

**5.3.3 Scoring/winning conditions**

The game can be win by defeating all others team before the time’s up.

If the time ends, the team with more remaining car health is the winner, if there isn’t a winner even in this case, a 2 minutes overtime starts and at the end if the health is still the same the match is tied.

**5.4 Modes and other features**

Describe game modes (es. multiplayer, single player, …).

There is only one mode, multiplayer free for all with 4 teams (8 players).

**5.5 Levels**

Design for each level.

**5.6 Flowchart**

Flowchart that lists every areas and screens that should be created.