### 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 the game starts with the teams’ cars in different spawn points of the arena, then your driver (it could be you) is free to move everywhere in the whole map, doing evolutions, collecting power-ups, collecting Rational or Instinct coin or running over the AI mobs that will try to hurt you.  
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 ability 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 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.

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.

Watch out for traps like lava floor, mud, nails, geyser…

**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.