# Table of contents

Contents

[1 Log 2](#_Toc5728472)

[2 Table of contents 3](#_Toc5728473)

[3 Vision Statement 5](#_Toc5728474)

[3.1 Game genre 5](#_Toc5728475)

[3.2 Look and feel 5](#_Toc5728476)

[3.3 Game logline 5](#_Toc5728477)

[3.4 Gameplay Synopsis 5](#_Toc5728478)

[4 Audience, Platform, and Marketing 7](#_Toc5728479)

[4.1 Target Audience 7](#_Toc5728480)

[4.2 Platform 7](#_Toc5728481)

[4.3 System requirements 7](#_Toc5728482)

[4.4 Top performers 7](#_Toc5728483)

[4.5 Feature comparison 7](#_Toc5728484)

[5 Legal Analysis 8](#_Toc5728485)

[6 Gameplay 9](#_Toc5728486)

[6.1 Overview 9](#_Toc5728487)

[6.2 Gameplay description 9](#_Toc5728488)

[6.2.1 Factions characteristics and abilities 9](#_Toc5728489)

[6.2.2 Traps 10](#_Toc5728490)

[6.2.3 Mobs 10](#_Toc5728491)

[6.2.4 Audience Hype 11](#_Toc5728492)

[6.2.5 Reason vs Instinct 11](#_Toc5728493)

[6.3 Controls 12](#_Toc5728494)

[6.3.1 Driver mode 12](#_Toc5728495)

[6.3.2 Shooter mode 12](#_Toc5728496)

[6.4 Interfaces 12](#_Toc5728497)

[6.4.1 Start menu 12](#_Toc5728498)

[6.4.2 Characters selection 12](#_Toc5728499)

[6.4.3 Match making 12](#_Toc5728500)

[6.4.4 Loading 12](#_Toc5728501)

[6.4.5 Game UI 12](#_Toc5728502)

[6.5 Rules 13](#_Toc5728503)

[6.6 Scoring/winning conditions 13](#_Toc5728504)

[6.7 Modes and other features 13](#_Toc5728505)

[7 Game Characters 14](#_Toc5728506)

[7.1 Characters design 14](#_Toc5728507)

[7.2 Types 14](#_Toc5728508)

[7.2.1 PCs 14](#_Toc5728509)

[7.2.2 NPCs 15](#_Toc5728510)

[8 Story 16](#_Toc5728511)

[8.1 Synopsis 16](#_Toc5728512)

[8.2 Complete story 16](#_Toc5728513)

[8.3 Backstory 16](#_Toc5728514)

[8.4 Narrative devices 16](#_Toc5728515)

[8.5 Subplots 16](#_Toc5728516)

[9 The Game World 17](#_Toc5728517)

[10 Media List 18](#_Toc5728518)

[10.1 UI 18](#_Toc5728519)

[10.2 Texture 18](#_Toc5728520)

[10.2.1 Cars 18](#_Toc5728521)

[10.2.2 Characters 18](#_Toc5728522)

[10.3 3D assets 18](#_Toc5728523)

[10.3.1 Vehicles 18](#_Toc5728524)

[10.3.2 Characters 18](#_Toc5728525)

[10.3.3 Objects 18](#_Toc5728526)

[10.3.4 Level 18](#_Toc5728527)

[10.4 Audio 18](#_Toc5728528)

[10.4.1 Music 18](#_Toc5728529)

[10.4.2 SFX 18](#_Toc5728530)

# Vision Statement

“Hypogeum” is a **MOBA** (Multiplayer Online Battle Arena) where four couples of players belonging to the same animal species face each other in a huge arena (called Hypogeum) trying to defeat their enemies and be the **last team standing**. Each team is on a car, where one of the member plays as **driver** whereas the other one plays as **shooter**, equipped with a faction-specific **weapon**. During the matches, in addition to its opponents, each species must pay attention to the surrounding environment: different **traps** and **NPCs** (from the small ones to the bigger ones) could interfere with the players’ battle and make their life harder. Nevertheless, as in every self-respecting challenge, each team has its **supporters** in the audience that, through **thrilling actions** performed by the players, can get excited for their heroes and help them with useful power-ups. In order to be the last species in the arena, the **cooperation** between the members of a team becomes **essential**. Once the battle begins, they are **two**, alone against their opponents, and can only **rely on** each other and on their nature: will their **instinct** take over or will they be able to avoid being overwhelmed and exploit their **reason**? Only the most **courageous** and **sly** players can lead their species to the victory and gain the **supremacy** on all the other ones. A periodic leaderboard is used to keep track of players’ results and battles, in order to establish, at the end of each season, which **species** has been the best one and who have been the **bravest** between its **heroes**.

## Game genre

“Hypogeum” is a **MOBA** that can be played either as an **urban racing game** or as a **third person shooter**, depending on player’s **choice**.

## Look and feel

The game uses a **cartoonish graphics** and represents a **futuristic world** where the animals have taken the control of the existing technology and have started a war to gain the supremacy. The main characters are **evolved humanoid animals** belonging to four species (eagles, lions, rhinos and sharks) able of drive cars and shoot that face each other in arena that they called “Hypogeum”.

## Game logline

Choose your **species** and face your **opponents**: are you **brave** and **skilled** enough to gain the **supremacy**? Jump on your car and show to everyone what are you capable of!

## Gameplay Synopsis

In “Hypogeum”, the players choose one of the four existing animal **species** (that can be their favorite one, the one that embodies their ideals, way of thinking, etc.) and try to become the **hero** of their faction, battle after battle.

The matches are set in a huge arena, called “Hypogeum”, where **four teams** of **two players** face each other with the aim of **defeating** all their opponents and become the **last team standing**.

Each team represents an animal species and is made up of two players, both on the **same car** but with different roles and tasks.

The **driver**:

* drives the car, being aware of the environment (obstacles and traps in the arena);
* avoids the enemy teams’ shots and tries to put his teammate in the best possible conditions to fire their opponents;
* activates his ultimate ability belonging to the chosen species;
* uses the ramps and performs tricks to increase the audience’s hype for the match.

The **shooter**:

* shoots the enemies with his specie-specific weapon;
* increases the audience’s hype when damaging other players;
* activates his ultimate ability belonging to the chosen species;
* shoots to the traps to activate their effects, trying to damage the enemies.

**Both**:

* try to collect the power-ups dropped by the audience (driving toward/shooting to them) and use them;
* decide if collect the **instinct** **coin** or the **reason coin** that will start a challenge whose reward will affect the team statistics for the whole match.
* face the NPCs, trying to destroy them shooting or running over, depending on their characteristics.

At the beginning of the battle, each team car spawns in a different area of the arena. From the very beginning, the species must make a choice: are they going to boost their **instinctive** abilities or the **reasoning** ones? Maybe none of them, but their choice depends on their faction and on what kind of game they want to play. The choice of which **strategy** follow for the whole match has an important role in the first phases and can lead to different outcomes! To worsen the situation, during the match, several elements can make the environment hostile, from **traps** to **NPCs** and random **events** that sometimes may occur, but the **audience** can help the team: thanks to **thrilling actions**, the supporters’ **hype** can increase, up to the point that someone on the bleachers will give a **power-up** to his species heroes.

For the players, the **cooperation** between the driver and the shooter becomes a fundamental element: the only way to survive in the arena and to reach the objective is helping each other, joining the forces against the enemies and the environment.

At the end of the match, the game assigns a score to each team member, depending on their results in the battle, that is added both to their personal score in their species leaderboard and to the overall leaderboard of the factions.

At the end of each season, the best species is decreed, and the bravest players are selected among its members. These will receive special in-game rewards to celebrate their achievements and abilities: they distinguished from all the others for their skills and courage and are the **heroes** of the **dominant species**.