# Vision Statement

“Hypogeum” is a MOBA 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**.

~~Statement of the vision of the game: 500 words max to capture the essence of the game.~~

## Game genre

“Hypogeum” is a **MOBA** (Multiplayer Online Battle Arena) 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 weapon;
* increases the audience’s hype when damaging other players;
* activates his ultimate ability belonging to the chosen species;
* shoots to the traps and obstacles 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.

~~Describe how the game plays and which the user experience is (2 pags max) in terms of: uniqueness, functioning and core mechanics, setting.~~