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Document Version 1.1

Game Design Document

Modification History

Version	Remarks
1.0	Initial draft.
1.1	Minor corrections.

Introduction

CTG is the demolition derby of the future! Players select from a variety of futuristic hovercraft armed with laser cannons and missile launchers and enter tournaments to win the money they need to upgrade the craft.

This game is not a new idea, nor was it ever very original. The basic gameplay was inspired by simple, old-school classics like *Space War* and *Combat*. The tournament and upgrade concepts were inspired by games like *Scorched Earth* and *One Must Fall*. In truth, *CTG* is simply a combination of elements from several past games that I have enjoyed.

User Interface

Screens

Main Menu

- Game logo
- Start button
- Exit button

Vehicle Selector

- Vehicle image
- Next Vehicle button
- Previous Vehicle button
- Vehicle stats: Speed, Agility, Armor

Parts Shop

- Player Name
- Player Budget
- Current vehicle stats
- Upgrade Vehicle Speed button
- Upgrade Armor button
- Upgrade Laser Fire Rate button
- Upgrade Laser Power Button
- Upgrade Missile Capacity button
- Upgrade Missile Payload button

Game Screen

- Game view
- HUD and scoreboard

Standings Screen

- Players ranked by wins, then by points
- Continue button
- Quit button

HUD

- Round number
- Data for each player:
 - Vehicle icon
 - Name
 - Score
 - Armor (HP)
 - Missiles remaining

Game Play Controls












Action	Player 1 Control	Player 2 Control
Move	W	Up arrow
Turn Right	D	Right arrow
Turn Left	A	Left arrow
Fire Lasers	Tab	Enter
Launch Missile	~	Backspace

Scoring

In this game, points are money. They can be spent between rounds to upgrade various attributes of the player's vehicle.

Event	Point Value
Damage another player's vehicle	1 point per unit of damage dealt
Destroy another player's vehicle	10 points
Your vehicle gets destroyed	25 points
Pick up random scrap on field	Random value (1-5 points)

Vehicles

	Vehicle Name	Speed Class	Agility Class	Armor Class
	Classic Blue	6	6	6
	Classic Red	6	6	6
	Classic Green	6	6	6
	Classic Yellow	6	6	6
	Arrow	10	7	1
	B.G.M.	1	7	10
	Dart	5	5	8
	Model E	2	9	7
	Interceptor	8	3	7
	Luna	9	7	2
	Parhelia	4	5	9
	Star Warrior	7	7	4
	Terra	3	6	9

Weapons

There are two categories of weapons: Lasers and Warheads

Lasers

Lasers are the basic weapons. They have unlimited ammunition and are governed by the following properties.

Property	Effect	Minimum Value	Maximum Value
Damage	Number of hit points taken by a vehicle hit by the beam.	1	Unlimited
Firing Rate	Delay between shots fired	1	20

Warheads

Warheads are not automatically loaded into a vehicle. Instead, they must be purchased. Warheads are governed by the following properties.

Property	Effect	Minimum Value	Maximum Value
Direct Damage	Number of hit points taken from a vehicle hit directly by the warhead.	4	Unlimited
Radius Damage	Amount of damage taken by a vehicle in the blast radius (always half of direct damage)	2	Unlimited
Blast Radius	Distance away from center of explosion where vehicles still take damage.	0	40
Capacity	Number of warheads that can be loaded onto a vehicle	3	Unlimited

Upgrades

Before each round, players can purchase the following upgrades to increase the attributes of their equipment.

- Vehicle speed
- Vehicle agility
- Vehicle armor
- Laser damage
- Laser firing rate
- Warhead damage
- Warhead blast radius
- Warhead capacity

Level Designs

(On paper. Need to be added here.)