Game Design

CAR TRAVEL RACE

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 **Author:** Bruno Bortoli de Oliveira

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# Section I - Game Overview

## Game Concept

Car Travel Race is a racing game where the player needs to drive the car to the finish line dodging all the cars, animals, and cones and collecting as many repair tools and gas cans as possible to reach the end.

## Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

## Feature Set

??

## Genre

Race

## Target Audience

The target audience for the game "Car Travel Race" is players who like racing games and a good challenge. The simple objective of the game appeals to a wide range of players of all ages.

## Game Flow Summary

In the game, the player will be able to control the vehicle left and right to avoid cars and obstacles and will also be able to control the speed.

Other cars will move along the road in a straight line, and some animals may cross the way. Some construction cones will appear on the path to be dodged.

## Look and Feel

The gameplay environment of the game takes place on a highway with the normal movement of cars, trucks and animals.

## Project Scope

A summary of the scope of the game.

### Number of locations

The game only has one highway.

### Number of levels

The game has only one level.

### Number of NPCs

It's the cars, trucks, and animals.

### Number of weapons

Void.

### Etc.

Void.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

The game starts with the car stopping at the beginning of the highway, and the player needs to accelerate for the car to start moving. When the car begins to move, vehicles start to appear. Animals start to cross the highway, as well as construction cones and tool and fuel pickups.

### Mission/challenge Structure

The challenge is to keep the car moving until the end of the game.

### Puzzle Structure

Void.

### Objectives – What are the objectives of the game?

The main objective is to get the car to the finish line.

### Play Flow – How does the game flow for the game player

The player will have to dodge everything that can destroy the car and collect pickups to keep the vehicle moving.

## Mechanics

What are the rules of the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

Void.

### Movement

#### General Movement

The player can move after accelerating the vehicle left and right. Releasing the accelerator, the car will lose speed and stop.

#### Other Movement

Void.

### Objects

#### Picking Up Objects

There will be two pickups. The first is the car repair tool kit. The second is the gallon of fuel to supply the car.

#### Moving Objects

Only the player's car, the other vehicles and the animals will have movement. The others will be stopped.

### Actions

#### Switches and Buttons

The player can use the up, left and right keys to move the car. To pause the game, press the P key. To exit the game, press the Esc key.

#### Picking Up, Carrying and Dropping

The player will only be able to collect tools and fuel pickups.

#### Talking

Void.

#### Reading

Void.

### Combat

The game will only have collisions between cars and animals.

### Economy

Void.

## Screen Flow

### Screen Flow Chart

The game will only have one screen, which will be the highway. The whole game will take place on this highway.

### Screen Descriptions

A highway with asphalt and yellow lanes.

#### Main Menu Screen

The main menu screen will have three options for the player. The first is to play the game. The second is the instructions that will show the keys the player needs to know to play the game. The third is to exit the game.

#### Options Screen

Void.

#### Etc.

Void.

## Game Options

What are the options and how do they affect game play and mechanics?

## Replaying and Saving

Void.

## Cheats and Easter Eggs

The player can press the F key to fill the car without collecting gallons of fuel. The player can also press the T key to repair the vehicle.

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

In the game "Car Travel Race," the player must drive a car on a road full of obstacles. The goal is simple: reach the finish line. But the journey was far from an easy one. Cars and trucks will be on the road, forcing players to swerve to avoid collisions. The animals crossed the track at random intervals, adding an extra layer of unpredictability. And construction easels block the way, forcing players to make quick decisions to avoid them.

To make things even more challenging, the player must collect pickup trucks along the highway to keep his car moving. Toolkits will appear on the road to fix any damage caused by collisions, and gas canisters will keep cars from running out of gas.

In the end, only the most skillful and strategic player will make it to the finish line. Car Travel Race is a challenging game for all categories of drivers.

### Plot Elements

Void.

### Game Progression

Void.

### License Considerations

Void.

### Cut Scenes

Void.

#### Cut scene #1

##### Actors

Void.

##### Description

Void.

##### Storyboard

Void.

##### Script

Void.

#### Cut scene #2

Void.

## Game World

### General look and feel of world

The game's overall appearance is a regular highway with cars driving along.

### Area #1

#### General Description

Void.

#### Physical Characteristics

Void.

#### Levels that use area

Void.

#### Connections to other areas

Void.

### Area #2

etc.

## Characters

### Character #1

#### Back story

Void.

#### Personality

Void.

#### Look

Void.

##### Physical characteristics

Void.

##### Animations

Void.

#### Special Abilities

Void.

#### Relevance to game story

Void.

#### Relationship to other characters

Void.

#### Statistics

Void.

### Character #2

Void.

# Section IV – Levels

## Level #1

Void.

### Synopsis

Void.

### Introductory Material (Cut scene? Mission briefing?)

Void.

### Objectives

Void.

### Physical Description

Void.

### Map

Void.

### Critical Path

Void.

### Encounters

Void.

### Level Walkthrough

Void.

### Closing Material

Void.

## Level #2

Void.

## Training Level

Void.

# Section V - Interface

## Visual System

### HUD - What controls

Void.

### Menus

Main menu:

1. Play

2. Instruction

3 . Exit

### Rendering System

Void.

### Camera

The game will be viewed from top to bottom.

### Lighting Models

Void.

## Control System

Up, left, and right keys control the car.

## Audio

Void.

## Music

It will be introduced.

## Sound Effects

It will be introduced.

## Help System

Void.

# Section VI - Artificial Intelligence

## Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI

Villains and Monsters

## Non-combat Characters

Void.

## Friendly Characters

Void.

## Support AI

### Player and Collision Detection

Void.

### Pathfinding

Void.

# Section VII – Technical

## Target Hardware and operating system

Any windows system that supports game graphics.

## Supported game controllers and peripherals

It will be the computer keyboard

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous