

Research And Analysis Prototype 3

My game concept is a game that draws mechanics from 3 games spread across very different genres: Mario Kart, Tron/Snake, and Grand Theft Auto V. Essentially, it's a 2-4 player multiplayer versus game where each player mans a plane that leaves a colored trail that damages the other players on contact. As the game progresses, the area becomes more and more cluttered with trails, making it more difficult to maneuver around. Eventually, only one player is left alive, and they win.

In comparison with Mario Kart, the game is most reminiscent of the battle/versus mode, where players navigate a closed area and collect various power-ups in order to defeat the other players. The key ideas that are similar between the two games are the power-ups/weapons and the confined space. However, they differ because by adding the ability to travel in all 3 dimensions, the game automatically gains more space and complexity. Also, flying a plane is typically more difficult to control than a car/kart. Another interesting aspect of this mode in Mario Kart is that the game is tuned to not take very long to play one 'round'. I'd like to replicate this aspect in my game, as it allows for players to jump in and out of the game quickly in more of a party style, compared to sitting down and committing to a long game. Mario Kart implements this aspect by giving each player 3 balloons, or lives, and whoever is the last man standing with a balloon wins. I think my game will be more along the lines of 1 life each, but it could definitely be a configurable option before starting a game. Finally, Mario Kart relies on collecting power-ups to use against your enemies. While this is a possibility in my game, the more likely scenario is that you will win by simply avoiding crashing into a trail for the longest.

That brings us to the next game, sometimes referred to as Tron or Snake. The actual first instance of this game appears to have been called Blockade, created in 1976. 2 players would move around leaving a trail behind them, and crashing into either of the trails causes you

to lose. Many games have emulated this behavior, but they all typically play the same way - a 2D game area with a grid movement and 90 degree turns. My idea differs in that the movement is free, three dimensional, and slightly more difficult to control. Because of the nature of flight control games, I intend to give the players a bit more space to maneuver around in order to make up for that. In the original game, the walls of the map were a hard boundary, instantly killing the player. I'm not yet sure if I want to keep that functionality or move to a softer boundary (such as a "Warning! You are leaving the battle area! Return in X seconds" system), because it'd be much harder to visualize a hard boundary like that in 3D space. Currently, the plan is to have the bottom of the map be water (which is fairly clear you shouldn't fly into), with a spherical edge that is subtle enough to not be distracting, but clear that it's the boundary and not friendly.

Finally, Grand Theft Auto V. The similarities between my game and GTA are restricted to a very specific mechanic of the game, which is flying. Grand Theft Auto V has a very fun, fluid, and fairly simple to grasp flying mechanic. One of the most important and useful features that I intend to implement in a similar fashion is the ability to look around your plane independently of controlling it. This is implemented in 2 ways in GTA: first, you can use the right stick to rotate the camera around your plane without affecting the movement. Second, you can press in on the right stick to snap the camera 180° around. These features are especially useful in a game like mine, where you need to be fairly aware of your surroundings in order to not crash into another player's trail. This leaves the left stick for all of the plane's actual controls, and then the left and right bumper can be used to assist with turning the plane. Some games that are based around flight have a much finer level of control, however this results in a steeper learning curve. Since this game is mostly aimed to be a fun, round-based style competitive game, having an extremely complicated control layout would make the game nearly impossible to learn in the short time it takes to play a singular round.