

# Starblazers Game Design Document

## High Concept

Starblazers is a kart racer that puts the players in the cockpit of a spaceship soaring from planet to planet to reach a wormhole first! This local multiplayer game is fun for all ages!

## Aesthetic

Starblazers uses bright colors and a cartoonish art-style in order to maintain a feeling of excitement while still having clarity in its fast-paced gameplay. With simple, low-poly graphics, the game is reminiscent of something that would appear in the PS1 era.



The music is similarly composed to be exciting and progressive, building up over time to mimic the increasing chaos as ships become more powerful. The game uses techno-beats to drive home the heart-pounding feel the game strives for.

[Waveshaper - Wisdom of Rage \(from Furi original soundtrack\)](#) - Buildup, instrumentation  
[PANDA EYES - COLORS](#) - Techno-vibe, pulse-pounding

## Gameplay

Starblazers is a kart racer. Players ride in spaceships around tracks in the hopes of gathering enough speed to reach escape velocity and jump to the next planet. Jumping to three different planets will send the player towards a wormhole and to victory.

## Control

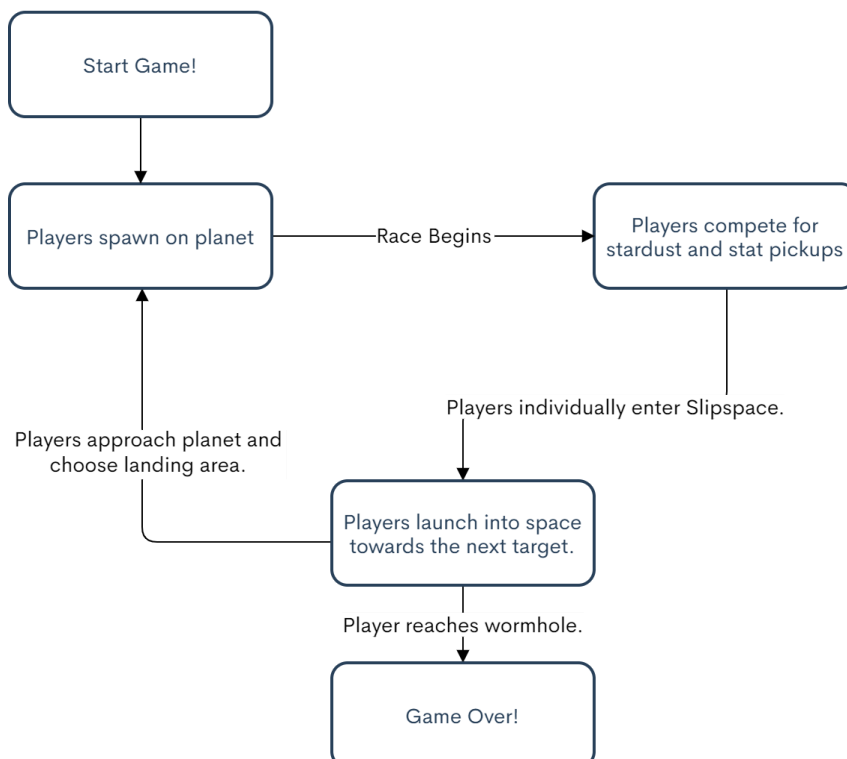
L-Analog	Steering
Left and Right	Acceleration
Up and Down	Breaking/Drifting
L/R Bumpers	Item Usage
<i>R-Analog (Optional)</i>	Camera Manip.

Controls are designed to work on a Nintendo Joycon.



## Event Horizon

Event Horizon is the main gamemode of Starblazers. Up to 4 players are randomly spawned around the first planet. After a short delay, the race begins and sends players onward. Over the course of ten minutes, players are motivated to drive around the planet and gather **stat pickups** to improve their spaceships, **items** to disrupt other players, and speed through **Slipspace** to finally blast to the next planet.



## Stats & Stat Pickups

When driving a spaceship, there are several stats that determine how the ship behaves.

Top Speed	The maximum speed of your spaceship. This must be raised in order to blast into space.
Acceleration	The rate at which your spaceship speeds up.
Handling	The ability of your ship to turn effectively.
Weight	The sturdiness of the ship, and the ability of your ship to resist being rammed.
Armor	The ability of your ship to resist minor damages and prevent stat loss.

While driving around the planet, you can find stat-pickups placed about. The different sizes of the item pickups indicate the bonuses to the appropriate stats. The only way to gather stats is to drive into them, causing them to automatically apply to your ship's stats. Getting hit by items or stage hazards will cause the ship to lose a certain number of stats, some of which drop around the hit player for recollection or to be stolen by nearby players!

## Slipspace & Stardust

In order to move on to the next planet, which holds larger stat bonuses and better items, the player must gather a large amount of speed in the Slipspace and then blast off into the sky. The Slipspace is essentially a main road that runs throughout the planet. While in the Slipspace, the player's spaceship will have a large boost to the top speed stat and will receive a speed boost.

While in the Slipspace, the player's **stardust** count will gradually decrease. If the player has stardust, they will receive a constant boost to speed while in the Slipspace, much greater than a player without any stardust. Stardust falls to the planet as meteorite chunks, which explode into stardust pickups of various sizes.

## Items

While driving around various planets, a player may come across stars, which contain special items. Each of these items is themed towards one of the zodiac, and has a unique ability that occurs when using it. A player can only have one item at a time. Rarity progresses from C to A..

<b>Aquarius</b> "River Walk"	B	Gives the player a small speed boost and briefly builds a temporary path in front of them.
<b>Pisces</b> "Whirlpool"	C	Creates an AoE around the player which sucks in stat pickups and players.
<b>Aries</b> "Ram"	C	Shoots the player forward in a straight line at very fast speed. Any player hit by the charge will be hurt and pushed based on their weight. Hitting a wall stops the charge.
<b>Taurus</b> "Bull Rush"	B	Stronger version of Aries.
<b>Gemini</b> "Double Stats"	A	All stat bonus pickups are doubled in strength for a brief period of time.
<b>Cancer</b> "Crab Claws"	A	Places two damaging claws on either side of the player and greatly slows turning speed. Hitting another player will steal some stats.
<b>Leo</b> "Lion's Roar"	B	Destroys any nearby attacks and greatly hurts any nearby players.
<b>Virgo</b> "Charm"	A	Any stat bonuses gathered by a player hit by this item will instead go to the attacker.
<b>Libra</b> "Justice Scales"	C	Creates a shield that reflects any attacks back onto the attackers and grants invulnerability.
<b>Scorpio</b> "Poison Cloud"	B	Sprays a cloud of poison over an area, slightly hurting any players within it over time.
<b>Sagittarius</b> "Arrow of Light"	B	Fires a single massive arrow that pierces enemies and creates a speed boost in its trail.
<b>Capricorn</b> "Random Wisdom"	A	Randomly chooses one of the other items and uses it.
<b>Ophiuchus</b> "Serpent Bearer"	B	Place a timed bomb on the player. Hitting another enemy transfers the bomb to them. When the bomb explodes, the player is greatly hurt.

## Catch-Up

Since the game is intended to be chaotic towards the end, there are several catch-up mechanics that allow players who are behind to rejoin the game. Most of these mechanics revolve around which planet has been reached by the player leading the race.

1. Left Planet A
  - All stat-pickups on Planet A are doubled in strength.
2. Arrived on Planet B
  - All stat-pickups on Planet A are doubled in strength.
  - Planet A's Slipstream gives a greater speed boost.
3. Left Planet B
  - All stat-pickups on Planet A are tripled in strength.
  - Planet A's Slipstream gives an incredible speed boost.
  - All stat-pickups on Planet B are doubled in strength.
4. Arrived on Planet C
  - All stat-pickups on Planet A are tripled in strength.
  - Planet A's Slipstream gives an incredible speed boost.
  - All stat-pickups on Planet B are doubled in strength.
  - Planet B's Slipstream gives a greater speed boost.
5. Left Planet C
  - All stat-pickups are tripled in strength.
  - All Slipstreams provide an incredible speed boost.

In addition, players who are behind are more likely to receive higher ranked weapons, favoring B and A rank weapons over C.