Micro Design Document

**Age of Speed**

Medieval Racing Game

Collect peasants to go faster, fire projectiles at your opponents to make them lose peasants.

**What is the Game?- Ben**

Age of Speed is a simple 2D racing game set in the medieval ages in which players will be able to use siege weapons and carts as vehicles. The game will have an overhead camera to allow the players the best field of view possible in a 2D racing game. An example of a game that puts good use to this camera setup is the original *Grand Theft Auto* game. There will also be a combat option during the race if the player has the right vehicle and the ammunition. This will allow the player to make use of the siege weapons in the game if they wish.

**Gameplay - Ben**

The player will get to pick out a vehicle that they want to race with. Each vehicle that the player can choose will have a different weight and a different projectile that they fire, if any. The higher the weight the larger the weapon. The race will start and each racer will have a peasant pulling their chosen vehicle which will have a different speed based on the weight of the vehicle chosen. The racers can choose to either collect more peasants to increase their speed or steal them from other racers by firing projectiles at the racer in front of them. The ammunition for the players weapon can also be found on the track and fired towards other racers. If a racer is hit with a projectile they will lose half of their peasants, leaving them on the track for the racers behind to collect.

**Basic Artwork - Andrew**

|  |  |
| --- | --- |
| Description | Concept sketch |
| Player Vehicle: Trebuchet | Aos_Treb2.png |
| Player Vehicle: Ballista | AoS_Bal.png |
| Pick-up: Peasant | AoS_Pes.png |
|  |  |
|  |  |
|  |  |

**Controls - Andrew**

Keyboard Control Scheme:



w - Accelerate

s - Brake

a/d - turn left/right

space/left click - shoot