Game Design

Title of your project.

City of Wheels

What is the goal of the game?

The Goal of the game is to hook the players with a good role play game in which the player will be a car and will have to perform the given tasks accordingly.

Write a brief story of your game?

The game is based on the planets where Cars are the smartest living organism and they are the one dominating the planet. Our main character will be the Robo vehicle (let's name him Nick). Nick is a teenager car, he wants to fulfill the dream of his father, which is Winning "La mejor". His father was the Fastest car of Red wheels valley and winner of "comienzo", "nueva velocidad" and "Rápida viva". He died in the final lap of La mejor due to Heart failure (Engine failure), his shiny red metallic body burned down into ashes in front of Nick. Nick spend his childhood in pain and in memories of his Dad, Nick is now old enough to participate in any car race league and to participate in world's most dangerous and incredibile league La mejor, one have to first compete in comienzo, then in nueva velocida and then in Rápida viva. Comienzo is a league that happens in every city and has 3 winners which are then directed towards nueva velocida which happens in every state and has 3 winners which are then directed towards Rápida viva this is a national level race and only 1 winner is chosen and directed toward La mejor which is a world league and winner of this is given the title of world champion.

Brief of Gameplay?

As we enter the game, Player will be given a short skippable comic animation explaining the story of the game, after the story the Player will be directed to the garage where **Robo vehiclen** can customize by the player by buying new part(more on this later). Then the player will be shown their stage(comienzo, nueva velocidad, Rápida viva, La mejor)

By hitting play the player will be redirected towards the race track where the race countdown of 3 sec will start and then the race will be started, players will have control of turning left or right and they will also have buttons for brake and acceleration.As the player completes the race according to his rank he will be rewarded in-game tokens through which he will be able to buy new parts for the car and customize the car in garbage, if the player won(1st or 2nd or 3rd position) he will be able to play the next level, with each level number of laps and difficulty will increase and if he lose then he can play the same level again with or without modifying his car.

Game Style:

The game art style should be futuristic including good looking robo vechival,the moonboard below has some glimpse of the idea we are talking about