



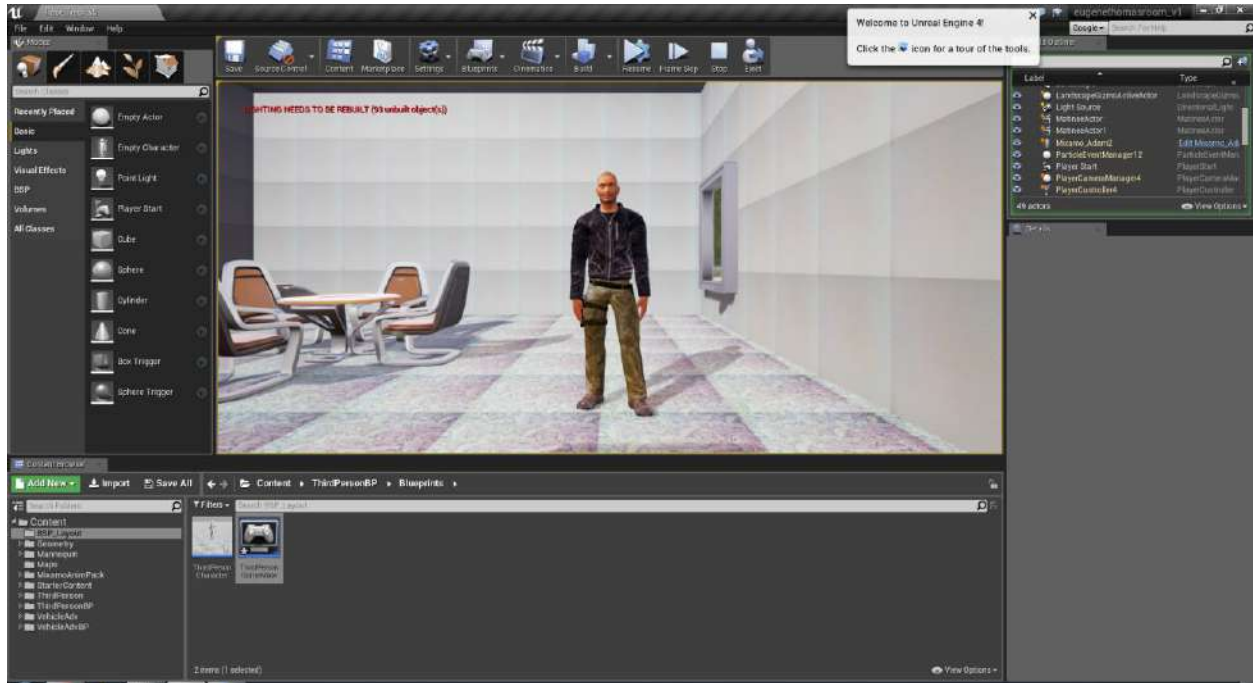
**Ship Date:** TBA

**Game Summary:** RACEMANIA is a racing game that takes place in the future. You are a race car driver named Ben who has to win the gold trophy in order to save the universe from utter destruction.

**Game Flow Outline:** In RACEMANIA you play as Ben; you go to different planets to race with different hazardous conditions and have to survive to make it to the end and win. The game's camera angle is in third person that way players can see the main character's body along with the race car that he is driving. When players beat a level they will get congratulated before going to the next level. When the game is completed, players will see their trophies and with the game congratulating them for saving the universe.



**Character:** Ben is an average looking guy who wears brown jeans, a gun holster, and a black jacket. He is a white male and has a shaved head with a beard and mustache. Ben is renowned as one of the greatest racers in the universe, but now the fate of all life in the universe hangs in the balance because an alien empire known as the Spiralcalling wants to destroy it unless the greatest racer in the universe can win the hardest race in the entire universe RACEMANIA.



**Controls:** RACEMANIA uses the following key controls to play

- Arrow keys to move Ben
- SPACE bar to jump
- E to get in and out of vehicle
- UP arrow to move car forward
- DOWN arrow to move car in reverse
- A to turn right
- D to turn left

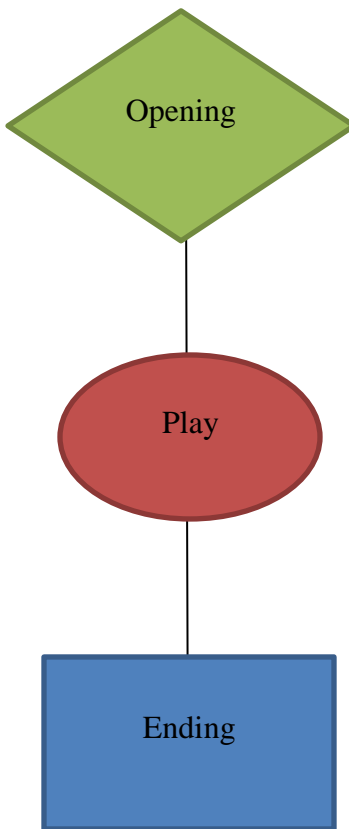
**GAMEPLAY:** RACEMANIA is a racing game where players must watch out for different hazards that can prevent them from reaching the goal. Players would have to watch the road making sure not to fall for any of the traps set for them. There are also shortcuts that the player can use to reach the goal faster.



**Game World:** The game world of RACEMANIA are different race tracks that take place on different planets players will explore the galaxy racing through different fun and unique environments across the galaxy.



**Game Experience:** Players will first see a cutscene showing the outside of the house, after that they can begin playing the game. The emotions players will feel is more a nice feel the game is not trying to be overly emotional so chances are it will be more colorful. The game will have some heroic sci-fi music to have that feeling of having a fun time racing while you are doing something heroic.



**Game Mechanics:** Players will drive through different levels and courses to complete the game.

**Hazards:** The game will have holes in the ground and falling rocks.



**Enemies:** The game will have no enemies, just hazards.



**Bonus Material:** The Bonus Material for RACEMANIA is harder version of all the courses including a course that can only be unlocked through completing all of the courses in hard mode.



**Monetization:** I plan to let players build their own courses within the game, by giving them all the tools. After they publish their mods I will be getting half of what they make.

