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| T3XVN |  | **TakeOver**  **GDD(Game design document) FOR THE PROJECT TAKEOVER** |
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| TakeOver |Project description|  •  |characters|  •  |Game mechanisms |  •  |Technical description | • |Marketing and funding | • |Demographic| • |Monetization| |  | **Project Description**  The project is about a racing-based game taking place in Tokyo, Japan, we are using the same map design as the map of Tokyo the the map size of 50-73kmsq units which includes the ocean, the map will have many unique places like the zero-gravity zone, underground racing street and etc. The game will also offer the player a garage to store their cars and a back-yard training area, the players can use their character to walk around these two places only, this feature is added to the game because it makes a better experience of playing the game. The game also offers players vast amount of car and customizing option for the players to try. Also, the players have a fuel system for their car and multiple gas stations placed on the map. Incase they are trapped in a place without able to move there car, they will have a option to use there pickup truck to pick up there car to nearest garage or an gas station, the map also features a lot of places like an F1 track, mega city, tunnels, football ground, islands, airports, harbor and etc. the game also allows your to play with your friends(multiplayers) and complete a challenges with your friends  also putting up esters eggs into the game, and hunter bounty and off roads One of the unique places in the zero gravity zone when a players enters the their car get bit modified, and technically this place has no gravity so the vehicle’s travel in air instead of ground and also u can see floating buildings and stuff this place is also considers and an Black Market in the game also we u reach the airport there will be an cargo plane where u can entre and wait till the plane hit the sky and u can have a chance to airdrops from the sky. There are also missions related to this   ⚠there might be some changes in future and hearing out more suggestion from our team. So we might add or remove some features from the game ⚠   **Characters**  There will be two characters male and a female, where u can customize there appearance in the game  talking about others characters type of npc’s, almost around 56 npc’s right now. characters in the game. Also there will be few characters in story line of the game.  **Game mechanics**   \*(W) for acceleration \*(A) for moving left side \*(S) for moving backwards  \*(D) for moving right side \*(space bar) for back brake \*(R) for front brake \*(G) for gear \*(num pad) for changing the gear \*(P) pause the game \*(T) for text/chatting in game with friends \*(Z,X,C) actions performed in the game   Technical Description    Initially the game will be on PC cross- platform  could add mac and console support soon in future  the software used: unreal 5, Maya, blender, unreal metahuman and ect.  **Marketing and funding**  Marketing: We will be focusing on platforms like Instagram, Facebook, tictok, reddit, YouTube, and few other social media platforms in Asia to use the marketing strategy and promote our game. also we make a press kit gaming news website and youtuber and gamedev channels.  Funding: we can start a Kickstarter campaign and also we could use the help of our investors to pull out the budget for the game development   **Demographic**  The game is targeting the audience of age of 15 to 25 of any sex, who would love to play a game different from other and people who are passionate about cars and stuff  **Monetization** game purchase and in-game purchases  **Localization**  there is only two language right now, Japanese and English and will be expanded in future  **Closing comment**   Hope we could work together in this project till end and if there is any doubt or anything to discuss about this project or this document please let the project manager know.  Thank you By- Jacob |