# Game Design Group 10

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## Game Overview

### Introduction

Our game will be a fast, unpredictable and highly competitive 4 player racing game. Players will race from one checkpoint to another in a constantly changing arena, when the checkpoint is reached players will be placed into teams (free for all, 2 vs. 2 or 3 vs. 1) and receive handicaps depending on their performance and play a minigame. The winner(s) of the minigame get(s) a point, first player to get 3 points wins

### Target Audience

The intended audience for this game is primarily casual gamers who like playing racing with friends since the game can only be played using LAN multiplayer. But we think other gamers will also find this game a lot of fun thanks to the minigames.

### Platform

This game will be made for the PC.

## Game Setting

### Story

There is no real story behind this game, just 4 players racing against each other.

### Characters

Each player can choose 1 of the 4 available cars at the start of the game. These cars will have identical performance but different appearance.

### Setting

The game takes place somewhere in the desert in a giant arena. In the arena 4 players race against each other in attempt to win the ultimate bragging rights.

## Artificial Intelligence

### Enemies

### Arena

## Game elements

### Level

Everything in the game takes place in the same arena, but this arena will

### Art

Models/textures/…

### Sound and Music

The game takes place in the desert so the music must fit this theme. Since this is a fast racing game fast paced background music should give the game a nice feel. In the game there should be sound effects for the following event:

* Engine noise
* Car collisions
* Destroying objects/enemies
* Shooting
* Getting hit by shots

## User interface, Game Controls