

Rocket Car
Game Design Document



'Cars. Rockets. Awesomeness.' - >Insert Team Name Here<

Table of Contents

[1 Game Overview](#)

[2 High Concept](#)

[3 Synopsis](#)

[4 Game Objectives](#)

[5 Game Rules](#)

[6 Game Play](#)

[6.1 Game Controls](#)

[6.2 Maps](#)

[7 Players](#)

[7.1 Characters](#)

[8 Art](#)

[8.1 Setting](#)

[8.2 Level Design](#)

[8.3 Audio](#)

[8.4 What you Developed](#)

Game Development Team Members

PRODUCER

Kevin

PRODUCTION MANAGER

Kevin as himself

PRODUCTION COORDINATOR

Kevin as “Kevin”

GAME DESIGNERS

Barry

SYSTEMS/IT COORDINATOR

Iyac

PROGRAMMERS

Barry, Kevin

TECHNICAL ARTISTS

Barry/Iyac

AUDIO ENGINEERS

Kyle

UX TESTERS

Adrian, Barry, Kevin, Kyle, Iyac

1 Game Overview *

Title: Rocket Car

Platform: PC Standalone

Genre: Racing Game

Rating: E for Everyone

Target: Casual gamers

Release Date: Q4, 2016

Publisher: Rocket Game Assembler Inc.

Description:

Description: Rocket Car is a game set in outer space. You are presented with a couple of tracks to choose from. You are racing against time, therefore, you have to complete the number of laps in the least amount of time possible.

2 High Concept*

Rocket Car is definitely not your traditional racing game. It takes car racing to a whole another level. By exiting into outer space, and bending the laws of the universe to recreate terrestrial physics, we take you to hand-crafted racing tracks placed right next to planetary bodies so you can enjoy of an extraterrestrial race!

3 Synopsis*

By using your physics-defying car, you are racing against time in a planetary track.

4 Game Objectives*

The sole objective of the game is to complete the required amount of laps in the quickest time possible.

5 Game Rules*

Do not fall off the race track. If you do so, you are DEAD.

6 Game Play*

6.1 Game Controls

Use the WASD keys to move. Left Shift to apply a boost to your car. Space bar to drift.

6.2 Maps

Currently, there are 2 levels. A lava planet level and a planet with asteroid belt level.

7 Players (optional)

7.1 Characters

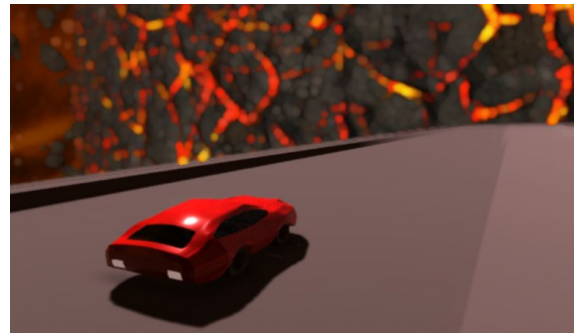
The player races through the tracks in outer space in this stellar red race car.

Top Speed : 400 mph

Max Steering Angle: 5 degrees

Drag: 100

Slip Limit .3



8 Art

8.1 Setting

The game takes place on outer space race tracks above alien planets. Players must be careful not to fall to their untimely death in cold space.

8.2 Level Design

The levels consist of tracks of varying difficulty. Players must manage their speed to make jumps, master control of their vehicle so as not to fly off of the tracks all while trying to complete a certain number of laps.

8.3 Audio

Name	Category	Description
Zomskrill	Background Music	Plays during the game
Vista	Background Music	Plays during the game
Gold Drop	Background Music	Plays during the game
Crash	FX	Plays when player dies
Checkpoint	FX	Plays when checkpoints are passed
Boost	FX	Plays when player is using boost

8.4 What you Developed

For the art, we developed the game logo using Sketch, the shaders (Bokeh depth of Field and Screen Space Motion Blur) were written in HLSL/CG.

For the Audio, we developed the three songs Zomskrill, Vista, and Gold Drop as well as the sound effects Crash and Checkpoint. All of these sound effects were produced using FL Studio, Signature Edition (meaning we have rights to publish the music).