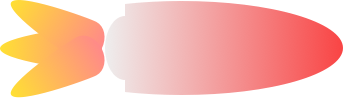
Rocket Car

Game Design Document



***‘Cars. Rockets. Awesomeness.’*** - >Insert Team Name Here<

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|  |

**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 Concep**

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 Synopsi**

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**

**Art:** We developed the game logo using Sketch, the shaders (Bokeh depth of Field and Screen Space Motion Blur) were written in HLSL/CG.

**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).

**3D Models:** We developed (parts of) the tracks, the obstacles, and car using Blender. The rest was made in Unity or premade through the Unity Assets Store.

**Scripts:** We developed C# scripts using Visual Studio 2015 Community.