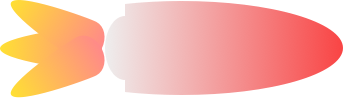
Rocket Car

Game Design Document



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

**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:**

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 heading 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 an extraterrestrial race!

# **3 Synopsis**

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

# **4 Game Objectives**

There are two different game types which determine your objective:

**Laps** – complete the required amount of laps in the quickest time possible.

**Race to the Finish** – get to the end of the track as fast as possible.

# **5 Game Rules**

Do not fall off the race track. If you do so, you are DEAD (and will respawn at the last checkpoint reached).

# **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. R to respawn at the last checkpoint. Escape, Enter/Return, or P to pause the game.

### **6.2 Maps**

Currently, there are 3 levels. A lava planet level, planet with asteroid belt level, and a practice course.

# **7 Players**

## **7.1 Characters**

The player races through the tracks in outer space in this stellar red race car, dubbed the *Rocket Car.*

Weight: 400 kg

Max Steering Angle: 5 degrees

Drag: 100

Slip Limit .3

Thruster Force: 10000 Newtons

# **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 or get to the end as fast as possible.

## **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 |

**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.