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DOWNHILL MADNESS

A Price is Right Game

"You'll roll yourself out of bed for this one" - Pandemic Gang 2020

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1 Game Overview

Title: Downhill Madness
Platform: PC Standalone
Genre: Platformer
Rating: (10+) ESRB
Target: Casual gamer
Release date: May 2020
Publisher: THe price is right
Description: Downhill madness is a game where you are facing 4 other people on a race to see who goes down first. Bet, gamble, push people off the game to reach the bottom first!

2 High Concept

Downhill Madness is a game about rivalry. Race off against four other players and be the winner for all that sweet sweet money. The goal is to reach the finish line before your opponents!

3 Unique Selling Points

- Challenging for all ages
- Multiplayer Game
- Refreshing Mechanics
- A variety of character players
- Breathtaking visuals
- Fun and exciting gameplay

4 Platform Minimum Requirements

PC: Windows 10, Mac OS

5 Competitors / Similar Titles

Mindball Play

6 Synopsis

May you be a dog, person, or ball you all have a chance in this title for GLORY. Winners win. Losers lose. This is a 1v1v1v1 title for glory. Winner makes it down the hill first.

7 Game Objectives

The object of the game is for a player to beat all the other players in this downhill battle .

8 Game Rules

All players start at the top of a hill. The end goal is to reach the finish line. Use space key to jump and the arrow keys to move the character right, left, forward and backwards. Use this successfully to beat the other players and reach the finish line first.

9 Game Structure
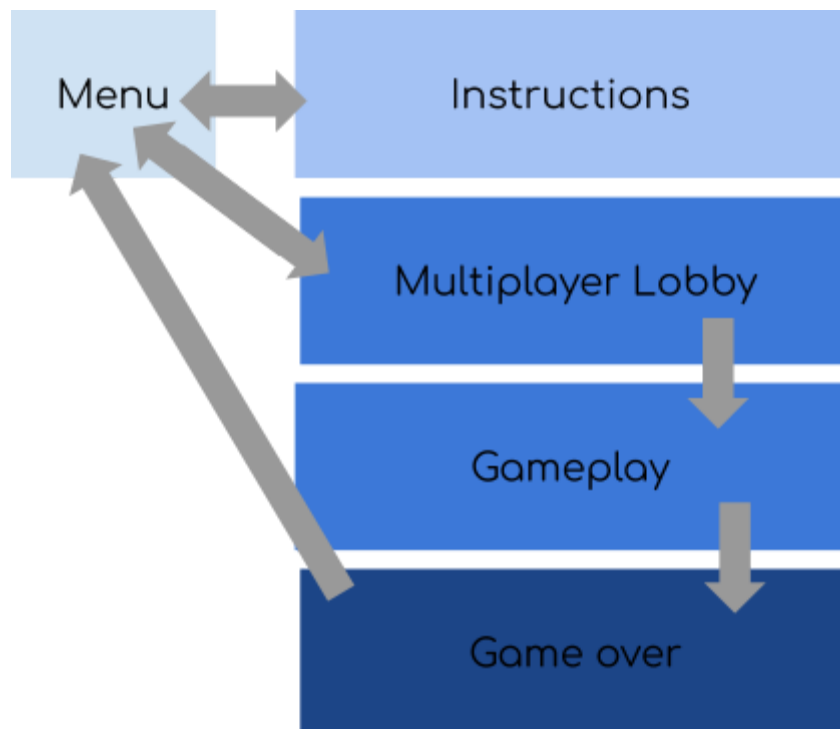
From the menu you have the option of going to instructions to practice your movement before it starts. You can then move back to the menu, if you complete your practice and move to the checkpoint. Lastly, you can go to the credits in the menu too.

10 Game Play

10.1 Game Controls

You can move using the w, a, s, d keys.

10.2 Game Camera

The camera is fixed in one spot behind the player.

10.2.1 HUD

The menu is displayed in the top right for easy access to quit the game.

10.2.2 Maps

There is no map in the HUD.

11 Players

11.1 Characters

11.2 Metrics
```
Max health: infinite
Height 1 meter
```

11.3 States
```
Idle: you stand still.
Moving: you roll.
```

12 Player Line Up

13 NPC
```
No NPCS
```

14 Art

14.1 Setting
Forgotten on the shelves of your the price is right studio you and four other individuals are transported into a magical world where you can live to your truest potential.You face off to see who gets to the ground the fastest.

14.2 Level Design
The elements not on platforms don't affect the gameplay since players are unable to interact with them. With this in mind the background was created as an aesthetic as possible to compliment the game. Obstacles created on the platforms are placed strategically to either hinder or benefit the players scores.

14.3 Audio

Name	Category	Description
The Return of Martha Stewart	Heatly Bros	Background Music For Menu
Dreams of Childhood	Heatly Bros	Background Music For Multiplayer Lobby
Dream World!	Heatly Bros	Background Music For Level
Island Village!	Heatly Bros	Background Music For Menu
Option Menu!	Heatly Bros	Background Music For Menu
HeartBeat Suspense	Aspecty	Background Music For Team Splash

15 Procedurally Generated Content

15.1 Environment
The obstacles and floor in the environment of this game are procedurally generated.

15.2 Levels
Due to the floor being procedurally generated, levels can easily be randomized with set parameters. The goal is to have a random level every time so players get a fair chance.

15.3 Artificial Intelligence NPC
None of the AI of this game were procedurally generated.

15.4 Visual Arts
None of the visual arts of this game was procedurally generated.

15.5 Audio
None of the audio of this game was procedurally generated.

15.6 Minimum Viable Product (MPV)

- Multiplayer game with rank based scoring system.
- Directional keys offer the player control of both platforms and players character.

16 Wish List

- Addition of skin variants for the players ball and maps.
- Implementation of a live ranking in the menu. So far ranking can only be tracked on the admin PC
- Implementation of more levels, working out the kinks of the procedurally generated terrain.
- Powerups
- Being able to attack other players like mario kart.

17 Asset Bibliography

17.1 Video Folder

- Fireworks.mp4, youtube.com

17.1.1 Animations Folder

- Credit Animation.anim, Guillermo
- Credits.controller, Tommy
- Text1.controller, Tommy

17.1.2 Audio Folder

-THE RETURN OF MARTHA STEWART
-JOE REYNOLDS - PROFESSORLAMP

17.1.2.2 Sound Effects Folder

- SFX
    -

17.1.2.3 Soundtracks Folder

- Music

17.1.3 Prefabs Folder

-

17.1.4 Sprites Folder

17.1.5 UI Folder

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17.2 Scenes Folder

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17.3 Scripts Folder

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