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EXAMPLE

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GENRE

-2D Arcade racer.

SYSTEM REQUIREMENTS

-We plan on developing this game for iPhone, Android and all other mobile platforms.

GAME MECHANICS

-Tools: Tools provide 2 major functionalities of the game; they can be used to obstruct your opponents in an attempt to hinder their progress, but they are also used as the main platform to complete the game. The player must acquire a set amount of tools in order to proceed to the next level.

-Parking Spaces: The parking space is used as a sort of level reset device; once a player (or CPU) parks in a parking space, they are awarded a tool, and the level is reset. All players will then begin at the starting location and attempt to acquire even more tools in an effort to advance to the next level.

-Obstacles: Environmental hazards are abundant in the game world. These hazards include fire hydrants erupting, a pack of coyotes blocking your path, stop signs administering traffic laws to the player, as well as the other player using tools against you. There are plenty of hindrances to avoid during each match.

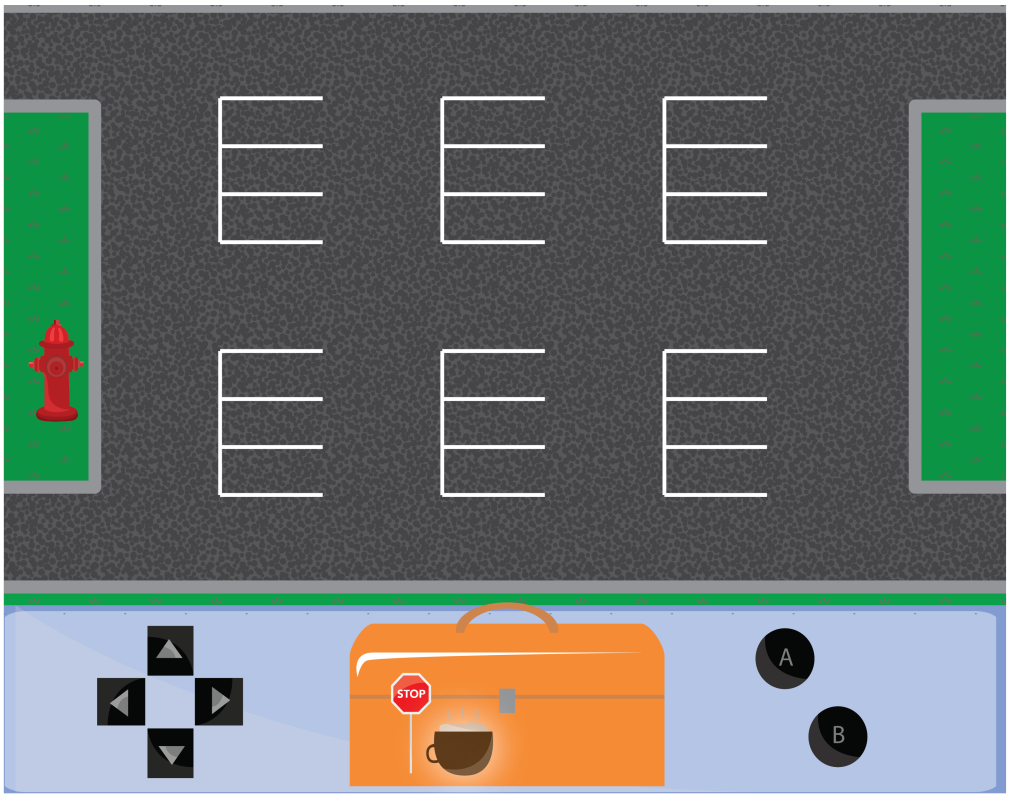
-Characters: The player has the choice between 3 different vehicles that they can control. There will be a sports car, a SUV/Truck, and an everyman's sedan. These vehicles each come with their own set of plusses and minuses, resulting in each one handling a bit differently.

-Levels: There will be a total of around 10 different levels, ranging from outdoor parking lots to indoor. Multifloor parking structures. Each level will have a different amount of tools required in order to complete it. The higher the level, the more difficult it will be.

GAME STORY

_You're a loose cannon student on the edge who doesn't play by the rules. Get to class in time no matter what the cost.

GAME CONTROLS & USER INTERFACE



-Controls: 100% touch controlled. Transparent directional keys on bottom of HUD, as well as transparent “a” and “b” buttons for forward and backward movement.

MONETIZATION

-Planned release for mobile platforms, so from anywhere from $0-$2

REPLAYABILITY

-Main replayability plan is to create a level editor, so that you can implement parking lots and structures that are relevant to your everyday life.

SEQUEL

-No sequels are planned at this time, as the level editor should remove all need for a second game.

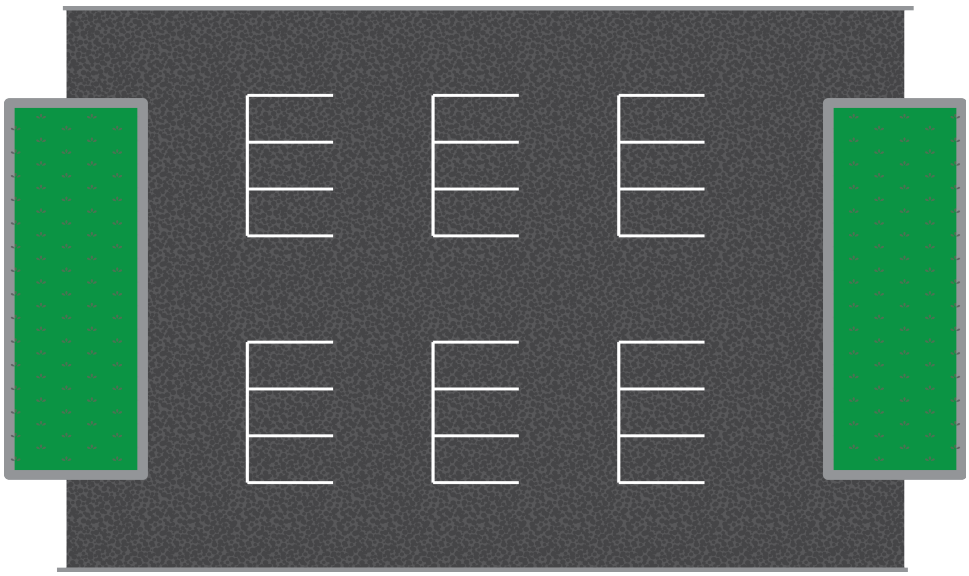
INSPIRATIONS & EXAMPLES

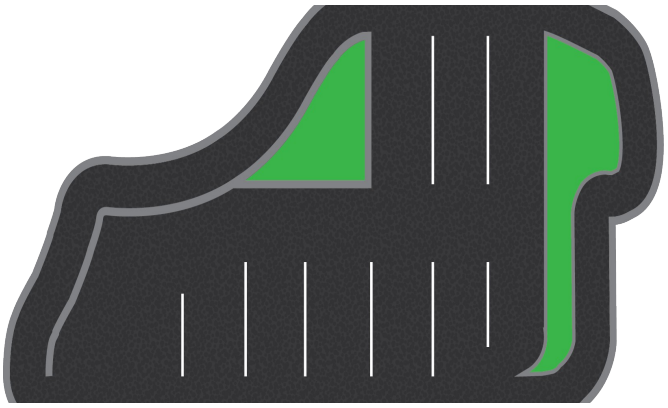
-RC Pro-Am (NES)

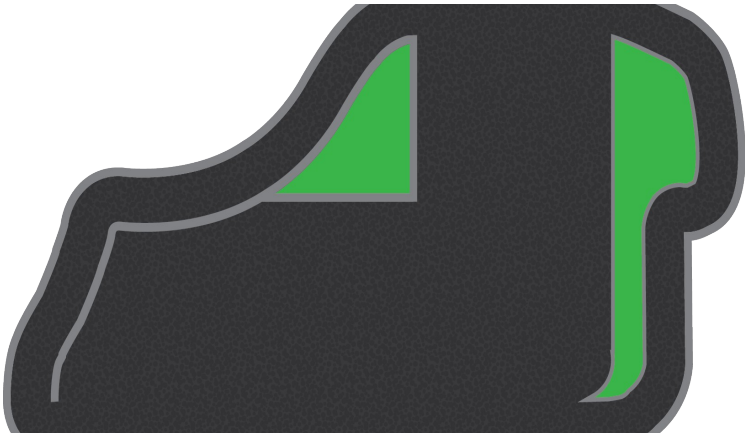
-Super Offroad (SNES)

ASSET LIST

-Here are all the art assets we have so far. They include multiple parking lots, the majority of the UI, and a few hazards and tools.







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