

12 Concert
2000
Città di Pisa

Game design



Hypogeum

the faction battle

Abstract

Since humans had left the Earth, centuries have passed and the blue Planet is now inhabited only by the animals, that have learned to manage the technology of our descendants and to create their own. From that moment, a long war among the different species has taken place, to establish which was the best one. Inspired by the ancient books on "mythology", they decided to set their battles in a huge arena: the Hypogeum. Rather than kill each other in "primitive" ways, they clashed each other using different cars, depending on the species they belong. Now, only four teams have left – Eagles, Lions, Rhinos and Sharks – and the outcome is more uncertain than ever. Who will be the audience's favorite? Who will win the war? And, most important, who will obtain the supremacy?

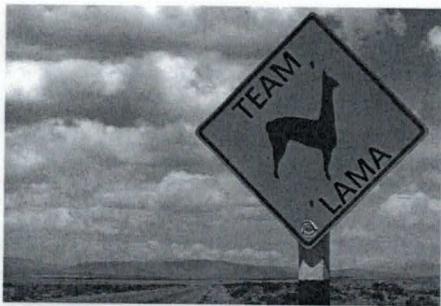
fig. 1.02
copertina

LOCALIZZAZIONE

GIOCO

DISTRIBUITO

DOVE?



Team Lama

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1 Log

✓

2 Vision Statement

"Hypogem" is a **shooting/racing** game, where four couples of players belonging to the same animal species face each other in a huge arena (called Hypogem) trying to defeat their enemies and be the **last team standing**. Each team is on a car, where one of the member plays as **driver** whereas the other one plays as **shooter**, equipped with a faction-specific **weapon**. During the matches, in addition to its opponents, each species must pay attention to the surrounding environment: different **traps** and **NPCs** (from the small ones to the bigger ones) could interfere with the players' battle and make their life harder. Nevertheless, as in every self-respecting challenge, each team has its **supporters** in the audience that, through **thrilling actions** performed by the players, can get excited for their heroes and help them with useful power-ups. In order to be the last species in the arena, the **cooperation** between the members of a team becomes **essential**. Once the battle begins, they are **two**, alone against their opponents, and can only **rely on** each other and on their nature: will their **instinct** take over or will they be able to avoid being overwhelmed and exploit their **reason**? Only the most **courageous** and **sly** players can lead their species to the victory and gain the **supremacy** on all the other ones. A periodic leaderboard is used to keep track of players' results and battles, in order to establish, at the end of each season, which **species** has been the best one and who have been the **bravest** between its **heroes**.

2.1 Game genre

"Hypogem" can be played either as an **urban racing game** or as a **third person shooter**, depending on player's choice.

2.2 Look and feel

The game uses a **cartoonish graphics** and represents a **futuristic world** where the animals have taken the control of the existing technology and have started a war to gain the supremacy. The main characters are **evolved humanoid animals** belonging to four species (eagles, lions, rhinos and sharks) able of drive cars and shoot that face each other in arena that they called "Hypogem".

2.3 Game logline

Choose your **species** and face your **opponents**: are you **brave** and **skilled** enough to gain the **supremacy**? Jump on your car and show to everyone what are you capable of!

2.4 Gameplay Synopsis

In "Hypogem", the players choose one of the four existing animal species (that can be their favorite one, the one that embodies their ideals, way of thinking, etc.) and try to become the hero of their faction, battle after battle.

The matches are set in a huge arena, called "Hypogem", where four teams of two players face each other with the aim of defeating all their opponents and become the last team standing.

Each team represents an animal species and is made up of two players, both on the same car but with different roles and tasks:

- The driver:
 - drives the car, being aware of the environment (obstacles and traps in the arena);
 - avoids the enemy teams' shots and tries to put his teammate in the best possible conditions to fire their opponents;
 - activates his ultimate ability, *depending on* **belonging to** the chosen species;
 - uses the ramps and performs tricks to increase the audience's hype for the match.
- The shooter:
 - shoots the enemies with his specie-specific weapon;
 - increases the audience's hype when damaging other players;
 - activates his ultimate ability **belonging to** the chosen species;
 - shoots to the traps to activate their effects, trying to damage the enemies.

- Both:
 - try to collect the power-ups dropped by the audience (driving toward/shooting to them) and use them;
 - decide if collect the instinct coin or the reason coin that will start a challenge whose reward will affect the team statistics for the whole match.
 - face the NPCs, trying to destroy them shooting or running over, depending on their characteristics.

At the beginning of the battle, each team car spawns in a different area of the arena. From the very beginning, the species must make a choice: are they going to boost their instinctive abilities or the reasoning ones? Maybe none of them, but their choice depends on their faction and on what kind of game they want to play. The choice of which strategy follow for the whole match has an important role in the first phases and can lead to different outcomes! To worsen the situation, during the match, several elements can make the environment hostile, from traps to NPCs and random events that sometimes may occur, but the audience can help the team: thanks to thrilling actions, the supporters' hype can increase, up to the point that someone on the bleachers will give a power-up to his species heroes.

For the players, the cooperation between the driver and the shooter becomes a fundamental element: the only way to survive in the arena and to reach the objective is helping each other, joining the forces against the enemies and the environment.

At the end of the match, the game assigns a score to each team member, depending on their results in the battle, that is added both to their personal score in their species leaderboard and to the overall leaderboard of the factions.

At the end of each season, the best species is decreed, and the bravest players are selected among its members. These will receive special in-game rewards to celebrate their achievements and abilities: they distinguished from all the others for their skills and courage and are the heroes of the dominant species.

3 Audience, Platform, and Marketing

3.1 Target Audience

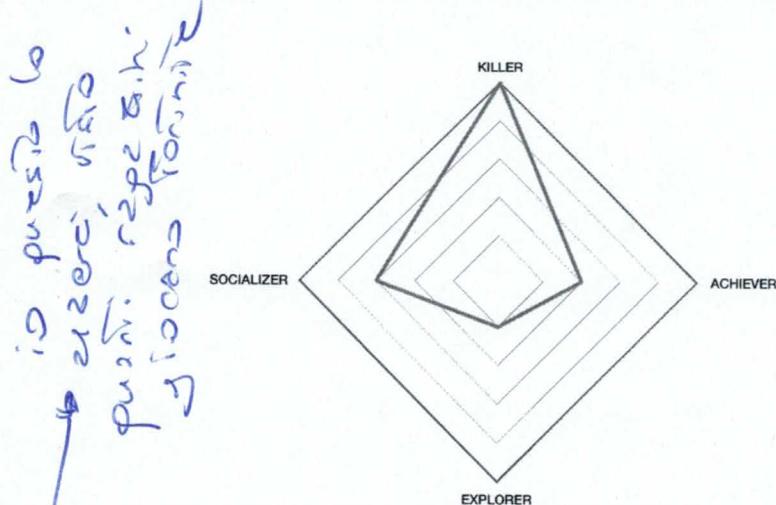
The game we are designing is for the Killer-type gamers.

We define them as players who really enjoy competition and demonstrating their skill and mastery on the game.

These players love winning, so with Hypogea we are developing a stimulating competition on many directions and not only on winning a single game. Most of the mechanics that we will see deeper later in the gameplay section (like the audience participation, the specie ranking, the objectives, the boss) are designed to provide the player sub-goals that can make the player feel very good at the game if achieved. As a secondary type, due to its co-op nature, we imagine this game to be interesting in a way also for socializers, who can find friends in game to play the co-op, or just play with a partner:

- Killer (100%): As we said in the introduction, the whole game is designed around the concept of "dominating", from the lore to the gameplay. The idea itself being in an arena was developed to provide the player the feeling of being at the centre of the attention and demonstrate to be the best, like a "real gladiator", but in a different environment. Also, due to its co-op nature and complexity of the possible in-game options we imagine Hypogea to be a "easy to access / hard to master" game, where the very good players can shine in the highest level fights.
- Achiever (40%): The game itself is not really designed around "collectibles" or similar features, but we imagine the species ranking as an appealing factor for this kind of player.
- Explorer (20%): The world external to the arena is not developed in game, so there is no real possibility to explore much. Despite that, the arena in which the matches are carried on is pretty big, and moving around it can be very beneficial in order to win the game; still, we don't consider this as a feature that can satisfy explorer players that much.
- Socializer (75%): The game is not playable by one player alone. We provide the possibility to be matched with another player if the duo is not pre-made but still, every player needs to have a partner

to join the game. This, plus the system of species (which is basically a "macro-guild"), can result very appealing for socializer players, who are able to play with their friends or find new ones to stably play with.



We expect our target to be overall a bit younger than average, but still covering well the main demographic portions.

Analyzing data from different sources, we imagine this kind of distribution:

Age	13-15	16-18	19-21	22-24	25-29	Other
Distribution	13%	35%	30%	13%	7%	2%

This sets 18 as the average age for our player.

Despite shooting and racing games usually have a male audience as the very majority of their target, we imagine Hypogea to be a bit more appealing for girls also, due to its non-violent / non-realistic style. A huge success like Fortnite, based most of its fortune on this factor, attracting girls and very young kids thanks to its "comic / fun" style (percentage of male and female players in 2018 was 72/28); of course Fortnite is a particular case and it can't make a statistic by itself, but it represents a good case study.

Considering this, and considering a distribution of approximately 93/7 %, in the "classical" existing shooting/racing games, we expect something around 80/20 for our game.

(Sources: <https://www.statista.com/statistics/865625/fortnite-players-gender/>
<https://quanticfoundry.com/2017/01/19/female-gamers-by-genre/>)

3.1.1 Geographical spreading

Finally, about the geographical spreading of the game, we have no real reason to believe that the game could find any sort of big problem in specific areas or nations.

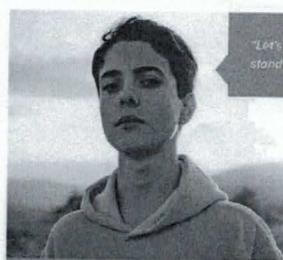
The only concern we imagine possible, is connected with animals considered sacred in some countries, but at the moment we have no evidence of religious impediment connected to any of the four animals we present in the game.

(Source: https://en.wikipedia.org/wiki/Animal_worship)

3.1.2 Personas

*È vero che non è preso
o è qualche parte?
Se sì → forse*

THE COMPETITIVE KID



"Let's smash these noobs bro, they don't stand a single chance against us!"



SIMONE

17 YEARS OLD
MILAN, ITALY

Is quite expert in gaming.
Downloads different contents.
Plays with his two brothers.

Spends around 15 hours a week playing on different platforms.
Can spend some money in games.

ABOUT

Simone is a kid who attends the second year of high school; he is a mid-core gamer, who follows some gaming channels on YouTube and some streamers on Twitch. He has two younger brothers who also play games with him, and they usually play with their friends the games that become the trend of the moment.

MOTIVATIONS

- He wants to imitate his favorite streamer, who tried the game and is very good at it.
- He is very competitive and wants a game in which he can constantly show his skills, with low luck involved.

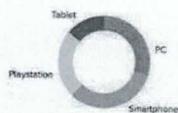
CHALLENGES

Achieve tangible results in the game before his friends and brothers.

NEEDS

A game which is simple to approach but hard to master.

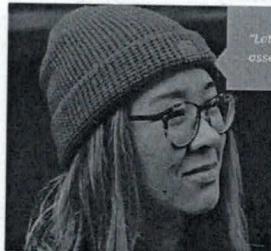
DEVICES USED



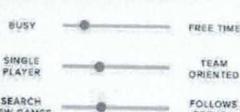
CHANNELS USED



THE NERDY STUDENT



"Let's have some fun, I want to kick some asses before going to bed!"



SOPHIE

22 YEARS OLD
LONDON, ENGLAND

Has played many games as a teen.
Owns only a computer.

Enjoys playthrough with her boyfriend.

Spends 8 hours a week playing.
Wants exciting experience in short time, usually at night.

ABOUT

Sophie is a young girl who attends her fourth year in university. She has always enjoyed videogames and have many friends who play with her. Her boyfriend is also a gamer and sometimes they find new games to play together. She would like to play more but the university commitments don't allow her to.

MOTIVATIONS

- Try a new game that was suggested in her favorite review site.
- She wants a game that she can play with a partner.
- Discuss of the game with friends to improve and tell about fun games.

CHALLENGES

Find her favorite class and master it soon, to win more games.

NEEDS
A game with short but exciting matches that she can play at night.

DEVICES USED



CHANNELS USED



3.2 Platform

We chose to develop the game for PC for many reasons: first of all, the control of the camera is much easier with a mouse compared to any other device, and needing a good coordination with the driver, having a good control of the shooter camera is extremely important. Besides that, since our game is not for hardcore gamers, PC allows us to expand more easily on a wider base in a shorter time; if the game gets successful, other consoles could be considered.

Nevertheless, at the moment we are not thinking about porting the game on mobile, since the weak internet connection and the difficulty to manage the controls on touch screen are two very critical points in making the experience enjoyable and well developed.

3.3 Minimum system requirements

CPU	1 GHz
RAM	2 GB
O.S.	Windows 7 SP1+
Graphics card	With DX10 (shader model 4.0) capabilities
Audio card	✓
Broadband internet connection	✓
Keyboard	✓
Mouse	✓

() Qui vedo un pb: le frasi di cui che aveva
come target usò molti anche device mobili
Tablet e Switch! (Se ci, bù, c'è forse...)*

3.4 Top performers

(NB) no c' ancora giri liberi, sono finiti
in modalità simile al 2012 se con
distanza mi. (G.S. evento di aprile)

3.4.1 Crossout *anno?*

Crossout is a post-apocalyptic MMO-action game for PC and consoles developed by Targem Games and is published by Gaijin Entertainment. The game allows players to construct their own post-apocalyptic vehicles to be used in PvP engagements with real players and PvE missions involving AI-participants.

The battles are real-time and involve two teams of players and AI-participants. To win, a team must eliminate the enemy team, capture base or perform other tasks depending on the game mode.

This game also provides a system of factions (at the moment they are 7); each faction has its own gameplay features and story.



3.4.2 H1Z1'S Autoroyale *anno?*

Autoroyale is an expansion of the famous battle royale H1Z1, developed by Daybreak Game Company.

The gameplay is based on the same logic of a battle royale, but the players can only move and shoot through their cars.

Players start the game inside a box placed in the map, then this box opens, leaving the players and their vehicle free; every car is controlled by four players (one drives and three shoot). Driving over power-ups, activate them and shooting some special boxes, it's possible to acquire new weapons and equipment.

Players have to escape a circle that is closing over and over (otherwise they die), and the last team standing wins.



3.4.3 Borderlands 2

2012?

Borderlands 2 is an action role-playing first-person shooter video game developed by Gearbox Software and published by 2K Games. The gameplay revolves around the completion of missions and the collection of randomly generated "loot" (such as weapons, shields, skins, and other items) with various rarities, statistics, and elemental effects. Four playable character classes are available in the base game, each with their own unique abilities and skill trees.

Borderlands 2 was one of the best-selling games of 2012, and has become the best-selling game in the history of 2K Games, with 8.5 million copies sold by February 2014.

We consider Borderlands a competitor, since they implemented a Co-Op modality, in which the players can also drive vehicles and shoot from them, even if it's not divided in matches, but more of an "open world".



3.4.4 Rocket League

2015?

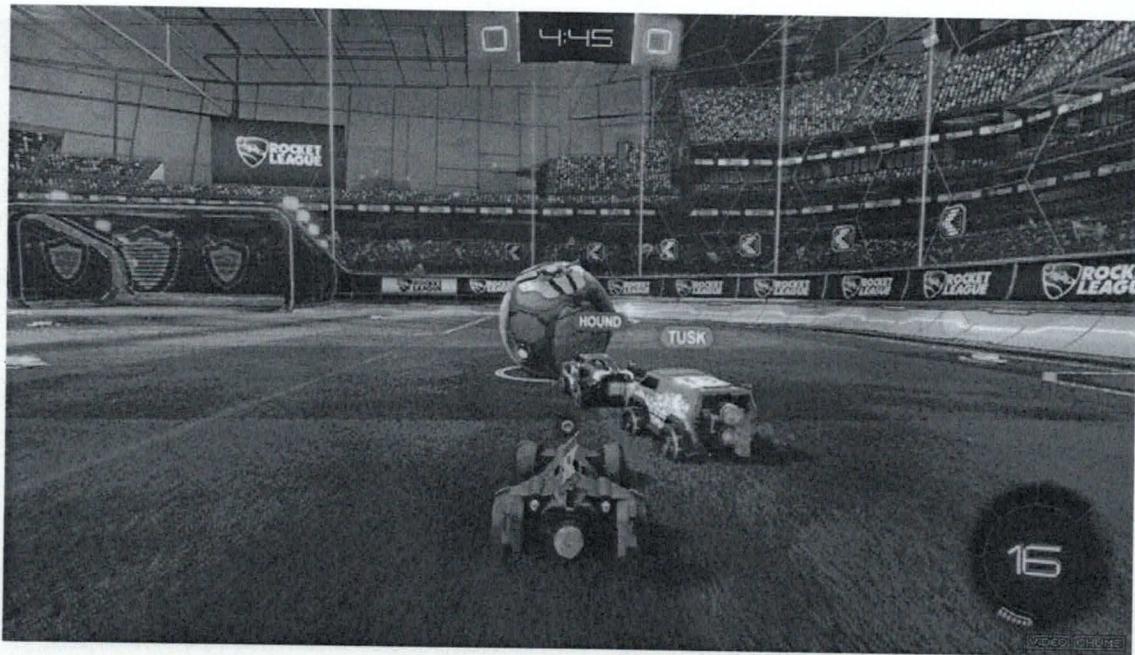
Rocket League is a vehicular soccer video game developed and published by Psyonix.

The game is based on controlling a rocket-powered car and use it to hit a ball that is much larger than the cars towards the other team's goal area to score goals, in a way that resembles a soccer game.

Players' cars have the ability to jump to hit the ball while in mid-air. The players can also pick up a speed boost by passing their cars over marked spaces on the field, enabling them to quickly cross the field, use the added momentum to hit the ball, or ram into another player's car to destroy it.

Matches can be played from between one-on-one up to four-on-four players, as well as casual and ranked.

Rocket League is a competitor because of the variety of similar elements with our game: it is also played in an arena with cars, requires a good amount of coordination in driving and with the team, periodically provides in-match power-ups.



3.5 Feature comparison

	Crossout	Autoroyale	Borderlands 2	Rocket league	Hypogeum
Co-Op (on same vehicle)	No	Yes	Yes	No	Yes
Real time coordination	No	No	Yes	No	Yes
Arena	No	No	No	Yes	Yes
Different classes	Yes	No	No	No	Yes
In-match objectives	No	Yes	No	No	Yes
Neutral enemies	No	No	Yes	No	Yes
Factions	Yes	No	No	No	Yes
Rewards for stylish plays	No	No	No	No	Yes
Off-match car customization	Yes	No	No	Yes	No
Game mode	Last-standing	Last-standing	PvE	Scoring goals	Last-standing
Graphic style	War	Post-apocalyptic	Semi-realistic, 2,5D	Cartoon	Cartoon
Platforms	PC, Xbox, PS4	PC, PS4	PS3, Xbox, PC, macOS, Linux, PS Vita, PS4	PS4, Nintendo Switch, Xbox, PC, macOS, Linux	PC

As we can see from the analysis up here, the main features that differentiate Hypogeum are the its co-op mode which is one of the core mechanics, more than the others game presented here (most of them have co-op meant as teamplaying, in our case the actions are actually carried on as two in real time, needing very good coordination).

Besides that, we differentiate for the strong focus on the factions system and the mechanic of the audience, which is non existing in the most famous competitors.

4 Legal Analysis



The "Hypogeaum" name is free from copyright.

PEGI 7: no bad language, violence in a not realistic context, online gameplay.

Most of the resources and assets used in the game are available with a free license, some assets might be purchased from the Unity Asset Store.

The project is implemented in Unity, with a Personal Edition version.

5 Gameplay



5.1 Overview

You can choose between 4 factions: Lions, Sharks, Eagles and Rhinos.

There are 2 roles: driver and shooter, both collaborate to win the battle race and gain points for their faction.

Your objective is to defeat the enemy teams by destroying their cars.

In the arena there are also mobs, traps, jumps, audience... try to avoid dangers kill enemies and win for the glory of your species!

5.2 Gameplay description

→ what if not enough players?

After the matchmaking ended (when the 4 teams have been formed) the game starts with the teams' cars in different spawn points of the arena, then the driver is free to move everywhere in the whole map, doing jumps, collecting power-ups, trying to have collisions with other teams, collecting Rational or Instinct coin or running over the AI mobs.

Obviously, your driving ability is key to avoid the dangers of the arena and to let your shooter try to hit the enemy teams to knock them out of the game.

The shooter instead must use his weapon to hit both AI mobs and enemy teams, his aim skill is fundamental to eliminate the opponents and lead his team to the victory.

Jumps will determine the audience entertainment that will lead to power-ups thrown to their faction's champions inside the arena.

Different factions have different car stats and a different class special ability, discussed in the [5.2.1.1 Stats](#), that will charge up during the game along with time and kills, either to mobs or players.

Every team at the beginning of the match can see two different coins: one for his Rational side and the other for his Instinctive side. Picking up one (driver) or shooting it (shooter) will make the other disappear, forcing you to make a choice between your human side or your beast one.

Once you have collected one, you will have to complete a task to get a boost to the respective stats of the side you have chosen, anyway a detailed description will be presented in chapter [5.2.5 Reason vs Instinct](#).

Bumping with your car into a mob will damage it, while bumping into an enemy car will damage both cars differently, basing on their resistance stat. Bumping into walls do nothing to your car.

The game ends when only one team remains.

Driver will not strange

If at the end of 15 minutes, there are still 2 or more teams then the one with more health is the winner. And if it's a tie also for the health? Then a 2 minutes overtime starts, and the teams must cause the opponent more damage than what they take, and at the end of the 2 mins, if there still isn't a winner the game is tied.

In the arena there will be traps the driver should avoid or the shooter can activate from distance, discussed in chapter [5.2.2 Traps](#).

Along with traps, the arena will be populated with mobs of different type and dimensions, a full list will be presented in chapter [5.2.3 Mobs](#).

The audience will have a part in the game, a full explanation of audience hype and power-ups will be presented in chapter [5.2.4 Audience Hype](#).

Winning conditions (rational or private mode)

5.2.1 Factions characteristics and abilities

Each faction has different value of statistics and different special abilities, one for attack and one for defense. They can be charged with time for the driver and with damage and kills, both players and mobs, for the shooter.

The stats are:

- Attack: it affects the amount of damage the shooter does with his weapon;
- Resistance: it affects the amount of damage by collision you cause to others (or you get);
- Health: the health pool of the car, when it reaches 0 your team is eliminated;
- Speed: the maximum speed the car can reach;
- Agility: it affects the way curves are done;
- Fire rate: (Hidden) regulates how fast each faction weapon can fire.

5.2.1.1 Stats

Here's the full list of each faction its stats value:

Property	Lions	Sharks	Eagles	Rhinos
Health	1200	1000	800	1500
Attack	9	7	5	7
Fire rate	6	7	9	5
Resistance	6	7	5	9
Speed	6	7	9	5
Agility	7	6	9	4

5.2.1.2 Special abilities

And here's the list of each special ability, divided by faction:

5.2.1.2.1 Lions

Ability	Name	Player	Description
Attack	Grenade	Shooter	Throws a grenade causing massive damage
Defense	Roar	Driver	Makes all cars spin on their position, for a limited amount of time, within a certain range

5.2.1.2.2 Sharks

Ability	Name	Player	Description
Attack	Bite	Driver	Executes a straight dash and the car bites what's in front, causing damage instantly and damage over time
Defense	Shark skin	Shooter	Reduces all incoming projectiles damage and cancels all incoming collisions damage

5.2.1.2.3 Eagles

Ability	Name	Player	Description
Attack	Net	Shooter	Throws a net, blocking for a limited amount of time all players hit
Defense	Tornado	Driver	Summons a small tornado around the car, deflecting all incoming projectiles for a limited amount of time

5.2.1.2.4 Rhinos

Ability	Name	Player	Description
Attack	Charge	Driver	Charges furiously at a higher speed and increases caused collision damage
Defense	Shield	Shooter	Creates a shield around the car with a health pool and no time limit

5.2.2 Traps

To make life harder to the teams, many traps are spread throughout the whole arena. They obviously need to avoid them, but in some cases, they can be activated at the right moment to damage the enemy teams.

Here's the list of all the traps present in the game:

- Spin Trap: if a car run over it, it causes the car to spin around for a little amount of time;
- Mud: a pool of mud in which the cars go much slower;
- Mine: an explosive mine that detonates on touch, it can be activated on distance by a shooter to damage opponents' cars. Respawn after 30 seconds;
- Geyser: it lifts the car for a while, causing low damages over time and exposing it to other teams' projectiles;
- Meteoritic Rain: After 5 and 10 minutes, a meteoritic rain will fall in the arena, trying to hit teams' cars and causing massive damage to them.

5.2.3 Mobs

To make the environment more dynamic mobs will be spawned during the entire match.

They are of 3 types and dimensions, and they have different purposes:

- Spider robots organized in group, they can't hurt the team's cars, in fact they can be killed easily by running over them;
- Tank robot: it guides the group, it doesn't hurt the players, but can't be killed by simply running over it, in fact a collision with it will cause the players' car to bounce. It can be killed only by the shooter with his projectiles or special ability or by the driver if his faction has a special ability of attack (Sharks and Rhinos). When a car kills the last small robot spider of its group, the leader will follow the car till its destruction, trying to have collisions with it obstructing the team game;
- Goliath: spawns at the center of the map at mid match (around 7:30), targeting the players who enter its range of attacks. A special medal will be given to the players of the team that succeed to kill him and a scoreboard of the players with more medals will be online, granting, at the end of the season, an in-game reward to the first positions.

5.2.4 Audience Hype

Another important mechanic is the management of the Audience.

Audience in the arena is composed by all the 4 factions' supporters and they will react to their champions doing acrobatic jumps on ramps.

Ramps are of 2 types:

- Single: you can execute the jump in only one direction;
- Double: the jump can be executed in both directions, paying attention not going short and falling in the trap between and with the possibility of an aerial collision with other teams' cars.

Each faction has its own hype bar and it can be raised only by the team of the same faction, the amount of bar progression depends on 4 factors:

- The max height reached in the jump;
- The flight time;
- Hits on target while on air;
- How the car lands on the ground.

In the last 2 minutes of the match the progression is doubled.

When the bar is completely full it will automatically reset to 0 and the audience will throw a power-up in the arena, activated on passage or shoot only by the team of the same faction.

Here's the list of the power-ups:

- Immunity to traps for 30 seconds;
- Invisibility, edges can be seen, for 30 seconds;
- Medi Kit: restore 20% of lost health, health cannot go over 100%;
- Bonus charge to both driver and shooter special abilities of 20% of the bar.

5.2.5 Reason vs Instinct

As it has been said before, players must face a choice as soon as they spawn, a choice between their rational side and their instinctive one, each one giving different bonuses to their stats upon completing the given task. There will be 2 tokens, one with a brain drawn on it (Reason) and the other with jaws (Instinct), players can decide their team side by running over or shoot a token, which will automatically make the other one disappears. As soon as the team has decided his fate a task will be given to him, here's the list of the different tasks:

- Reason:
 - Don't get hit from enemies' projectiles for 1 minute;
 - Avoid 3 collisions;
 - Run over and kill 5 small robot spiders;
- Instinct:
 - Kill 5 mobs with your weapon or your special ability(shooter);
 - Cause 200 damage in total to other players;
 - Detonate 3 mines by shooting them.

As it can be seen, Reason is related to driving skills and will give a bonus to them (Speed and Agility), while Instinct is related to shooting side hence it will grant a bonus to Attack and Resistance.

5.3 Controls

5.3.1 Driver mode

KEYS	ACTION
W	Go ahead
S	Go back
A	Go left
D	Go right
M	Brake
L	Use special ability

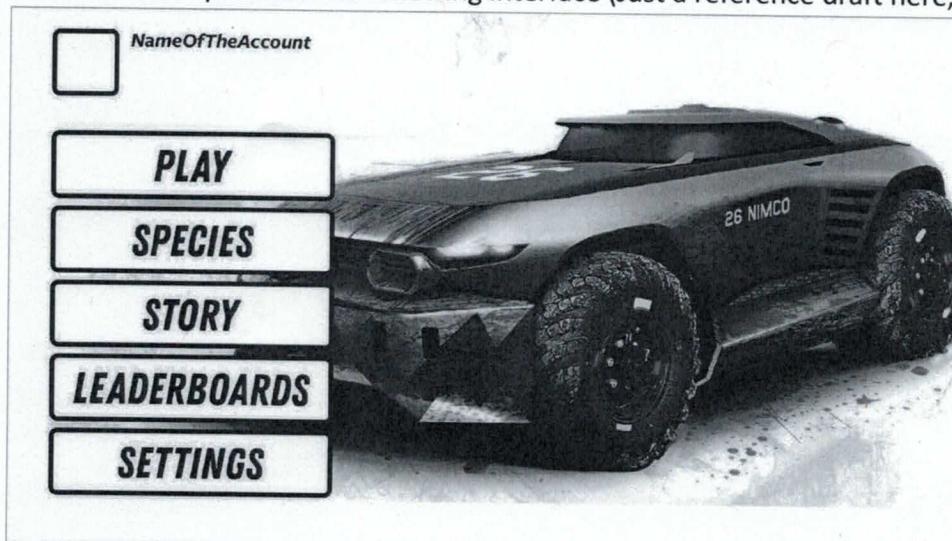
5.3.2 Shooter mode

KEYS	ACTION
Mouse L	Fire
Mouse R	Activate special ability
Mouse	Camera movement

5.4 Interfaces

5.4.1 Start menu

The start menu provides the following interface (Just a reference draft here, to be changed in design):



5.4.2 Play

Brings to the selection of the role and matchmaking.

5.4.3 Species

Brings to an explanation of the powers and statistics of the cars.

5.4.4 Story

Explains the backstory of the world of Hypogem and a dedicated story for every species.

5.4.5 Leaderboards

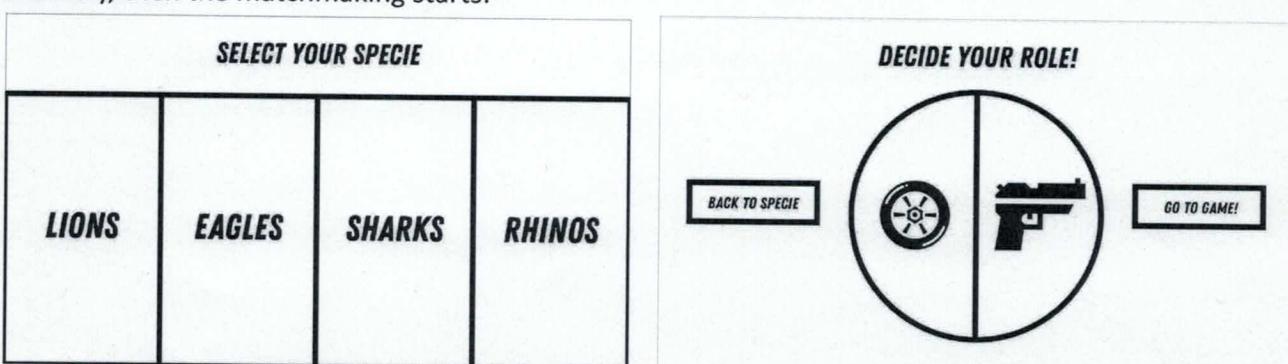
Shows rankings for players (can be filtered by drivers and shooters), species (which specie is winning the season), medals (ranking for trophies).

5.4.6 Settings

Adjust game settings.

5.4.7 Characters selection

In this phase the player has to select the species he wants to play and the role he wants in the game (driver or shooter), then the matchmaking starts:



5.4.8 Matchmaking

The matchmaking screen is the same of the start menu, but with a timer on it that shows the estimated time to find the match and the elapsed time.

5.4.9 Loading

The loading screen shows some wallpapers in loop and a loading bar at the bottom.

5.4.10 Game UI

The game UI has to show many important informations for the players:

- Health points;
- Audience level;
- Objective percentage;
- Obstacles in the map;
- Paths (reason or instinct);
- Special move percentages (one for the driver, one for the shooter);
- Time;
- Speed.

Down here, there is the HUD of the game (the background image is from another game and is used just as a placeholder):



5.5 Rules

- 4 teams, 8 players (2 players in each team);
- A role is given to the players for the whole battle, so they cannot change it during the match and cannot have both;
- When the health of the car becomes zero, the team is defeated, and the players are taken back to the menu;
- When a car is hit by an enemy bullet, its health decreases by an amount of damage that depends on the species' characteristics;
- Bumping into an enemy car will damage both according to their respective resistance stat, while bumping into a wall does not damage the car; *(COSI)*
- Players can not shoot to themselves; *(no friend fire)*
- The special abilities of the team can be used only when completely charged;
- Players' cars cannot leave neither the arena nor the car;

- The battle has a time limit of 15 minutes, set to prevent stalls. When time's up, wins the team that has more health left. Otherwise a 2 minutes overtime starts. If at the end the teams have the same health left, then the game is tied;
 - The medi-kit (+20% health) can restore health up to 100%, it can't go over it.
- or the 2nd*

5.6 Scoring/winning conditions

The game can be won by defeating all the other teams before the time's up.

If the time ends, the team with more remaining car health is the winner, if there isn't a winner even in this case, a 2 minutes overtime starts and at the end if the health is still the same the match is tied.

5.7 Modes and other features

? in the sense?

There is only one mode, multiplayer free for all with 4 teams (8 players).

6 Game Characters

6.1 Characters design

The player can choose one of the four factions before starting the matchmaking.

Each faction has a different type of car, weapon and different types of special abilities for attack and defense. The characteristics of the cars, the damage caused by weapons and the special effects have been balanced to ensure that no faction has an advantage.

6.2 Types

6.2.1 PCs

6.2.1.1 Lions

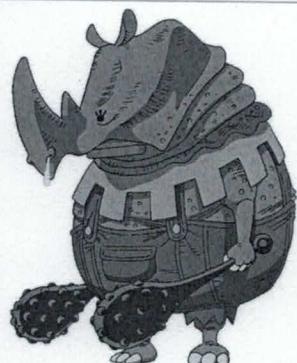


It's still true that lions are the kings of the forest. They are the most aggressive species, which does more physical damage.

6.2.1.1.1 Stats

Health	Attack	Fire rate	Resistance	Speed	Agility
1200	9	6	6	6	7

6.2.1.2 Rhinos



If a tank was an animal, it would be a rhino. They are the most resistant specie.

6.2.1.2.1 Stats

Health	Attack	Fire rate	Resistance	Speed	Agility
1500	7	5	9	5	4

6.2.1.3 Eagles



"Eagles is the name, speed is their game", fast attacks and elusive defence.

6.2.1.3.1 Stats

Health	Attack	Fire rate	Resistance	Speed	Agility
800	5	9	5	9	9

6.2.1.4 Sharks



The shark species is the most balanced, their versatility in battle is their trump card.

6.2.1.4.1 Stats

Health	Attack	Fire rate	Resistance	Speed	Agility
1000	7	7	7	7	6

6.2.2 NPCs

6.2.2.1 Tank robot



Tank robot have guns. They have 4 spider robots in formations around.

6.2.2.1.1 Stats

Health	Attack	Fire rate	Speed
300	3	3	4

6.2.2.2 Spider robot



Spider robots come out of the arena pits. These are weak enemies, but very annoying, because they walk in formation of 4 around a tank robot.

6.2.2.2.1 Stats

Health	Attack	Fire rate	Speed
100	1	0	4

6.2.2.3 Goliath

	The goliath is 4 meters high, it is very slow, but it has devastating power.
6.2.2.3.1 Stats	
Health	Attack
10000	10
Fire rate	Speed
1	2

7 Story



7.1 Synopsis

Since humans had left the Earth, centuries have passed and the blue Planet is now inhabited only by animals, that have learned to manage the technology of our descendants and to create their own. From that moment, a long war among the different species has taken act, to gain the supremacy. Inspired by the ancient books on "mythology", they decided to set their battles in a huge arena: the Hypogeaum. Now, only four teams have left – Eagles, Lions, Rhinos and Sharks – and the outcome is more uncertain than ever.

7.2 Complete story

The gameplay reflects the part of the story where the species are fighting; playing the game and completing the matches doesn't carry on the story.

All the developed narrative is included in the backstory and has not a direct impact on the gameplay.

7.3 Backstory

For the complete backstory, see section 7 (The game world)

7.4 Narrative devices

Since the story is not narrated through the gameplay, the player will be able to access it through a specific menu in the home of the game, in which he can read the complete story of the world and of each faction.

8 The Game World

The game is set on our World, in a remote future. Since the humans had left the Earth to move to one of the several exoplanets they had discovered, centuries have passed and Nature has started to re-seize of all that had been stolen to her so all the cities, the monuments and the buildings created by men's ingenuity had been abandoned and covered by dust, grass and mud.

The animals left on the Earth, time after time, evolved, up to the point to get humanoid appearance and behaviours: not so far, they started to act like men, trying to figure out how our descendants' technologies worked, how they interacted and what those strange symbols they wrote could mean. Among all the species, four have emerged: the Eagles, the Lions, the Rhinos and the Sharks, each of them with an increasing desire to become the dominant faction, which would have reigned over all the others.

Leaded by the thirst for power, these clans started a long war to determine who among them should have been the sovereign one, causing death and destruction in a world that had borne already too much with humans and their clashes. Since all the species have risked the extinction, the leaders of each faction decided to stop the war and set their battles in a huge arena, where couples of heroes belonging to each clan would

have face their opponents to show who will be the bravest and best one, as humans did in their history several millennia before.

The arena was of elliptical shape with several levels of bleachers surrounding it, and has been built in a desert, where the sun always shined, so its field is completely covered by sand. The clashes would have held during the day, so that anyone could admire the heroes' feats. To improve the level of entertainment, the matches were played with each team on a car, where one of the two members should have been the driver and the other was in charge of shooting the enemies with his species' favorite weapon, up to the point that they will be the last faction standing in the arena: only then the battle ended. For these reasons, up to now, the arena is the only level where the players can act and fight against their enemies, where they can move in the entire area during each match. The battles are set in a chaotic scenario: the audience continually incite the heroes to do their best, whereas other players try to defeat them, and traps and NPCs never stop to hamper the team. Periodically, among all the species, the one with the highest score (assigned based on its heroes' abilities and results) is declared be the dominant one for the next war season, whereas the other ones will have to try to put the end to its supremacy. In order to award and push the bravest and most able heroes to fight for the glory of their species, the best players of the winning faction will be rewarded personally by their leader.