SpeedGun

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Keywords - drone racing, battle racing, 3d racetrack track, multiplayer, first person, surreal

Target player experience - I want the player to have a fast paced multiplayer experience. The player would be attached to a turret on top of a drone (like in star wars). This will allow the player to rotate the view 360 degrees along their y axis and 45 degrees along the x and z axes. The turret will always be available to fire but has a cooldown timer. Firing the turret also slows the player down a little however an accurate hit will slow another player down by a greater amount. I want to replicate the physics of drone movement so the player will be able to yaw,roll and pitch to a certain extent. The racetrack would be a series of rings that make up a course.

Core Diagram

1. Core Mechanic: racing
2. Secondary Mechanics:
    a. Dodging obstacles and enemies
    b. Shooting enemies
    c. /// if extra time
        i. Collecting and using abilities
        ii. Some kind of penalty for missing with the turret
3. Progression: Player collects points based on their position at the finish line
4. Narrative: Do you think you have what it takes to be a drone pilot? Can you be the fastest pilot on the track? Test out your skills in this state of the art simulation!

Minimal Viable Interaction - My MVI would be a playable where the player is able to freely fly around the racetrack, dodge obstacles and shoot the turret. The player will be able to time their laps. Programming a game with networking capabilities is not something that I know how to do. Therefore to display PVP mechanics such as shooting and taking damage I will create dummy gameobjects.
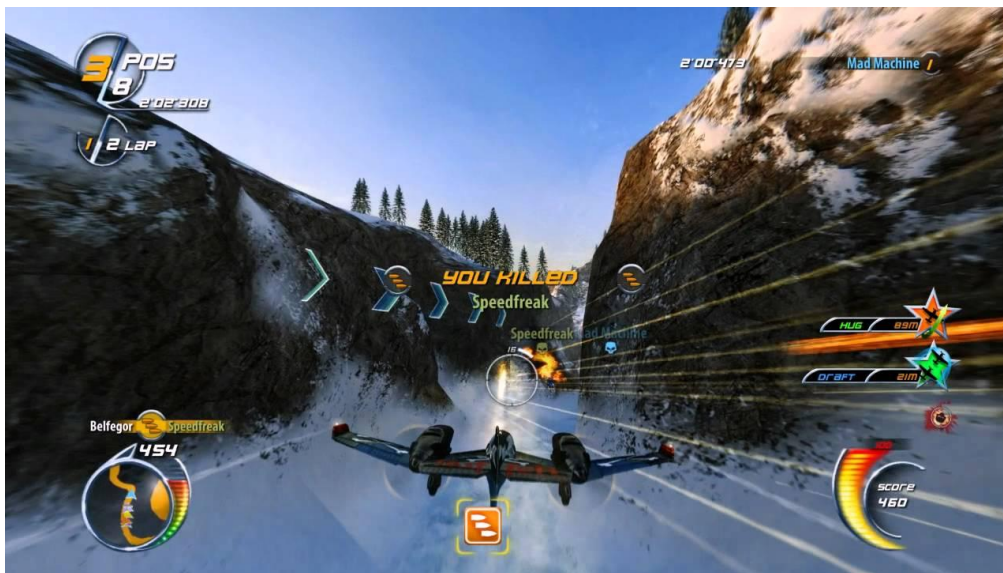
Platform(s) - Windows, Playstation

Reference images/videos - Please add a short description of how this is relevant to your game (mechanic, art, theme, etc.). There is no limit to how many references you can have.
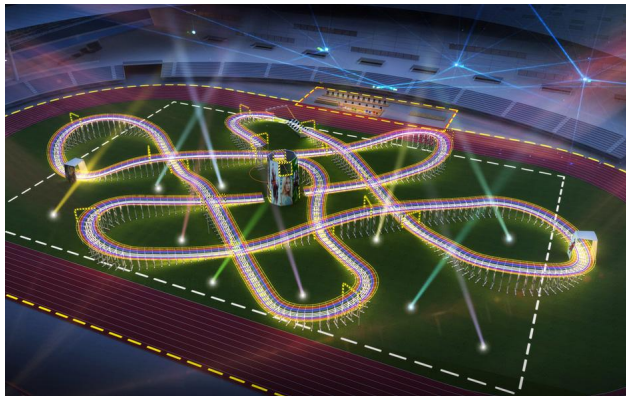
Games with similar mechanic:

Mario Kart

Skydrift

Cars 2 (PS3)

Descent

Track style:

First Person View: