

# Car Destroyer - Game Design Document

## Game Title

Car Destroyer

## Game Purpose/Genre

Car destroyer is a competitive arcade-style game that is designed for two players. The game induces quick reflexes within a tiny space, so watch out!

## Target Audience

The game is targeted towards players ages 8 and above, and for those who just enjoy a competitive game.

## Platform and Technology Requirements

Platform: Any computer that has Python and Pygame installed

## Entertainment Software Rating Board (ESRB) Game Rating

ESRB Rating: Everyone (E) - The game contains no objectionable material and is suitable for all ages.

## Game Description

Car Destroyer is a two player game where the player that is playing the rock tries to destroy the car and the one playing the car tries to avoid the rock. The goal of this game is to try and not get hit, however if you do get hit its game over. The game itself is placed in a small town at night time where you try to battle it out on the streets and avoid getting destroyed.

## Level Design (Storyboard)

The game is set on a single, large farm map with various sub-areas including a barn, a field, and a hay storage area. Each area has unique environmental obstacles and hiding places that can be used strategically by both players. The level includes:

- Randomly moving cat NPCs that add complexity and cover for the player cat.
- Designated spots where the farmer can place fences which permanently block paths.

## Graphics

(This section TODO)

## Characters and Objects with Behaviors

- Car (Player 1):
  - Controls: Arrow keys for movement
  - Behavior: Must avoid the rock.
- Rock (Player 2):
  - Controls: A and D. A and D is to shift left and right
  - Behavior: Must move around to hit the car and predict where its going.

## Instructions for Players

- Farmer Instructions:
  - Use the arrow keys to navigate the farm.
  - Press Enter to place a fence.
  - Use the Space bar to swing the net.
  - If you hit the player cat, you win. If you hit another cat, they are eliminated from the game.
- Cat Instructions:
  - Use the WASD keys to move around the farm.
  - Blend in with NPC cats to avoid detection.
  - If you are the last cat remaining, you win.

## Scoring, Win/Lose Conditions, and Objectives

- Scoring: No points scoring; the game is win/lose based on survival.

- Win Conditions:
  - Rock: Destroy the car!
  - Car: Try not to get destroyed.
- Lose Conditions:
  - Car: fails to survive the rocks.

## **Additional Notes**

- Sound effects include an upbeat background song to add to the classic arcade-style, 80s feel.