Project Cowabunga GDD

Game Overview: Jetski water racing game. Object of the game is traverse the water obstacle course and get to the end of the course in a given amount of time. There will be a boost button and a jump button.

Play Flow: There will be a start screen. From the start screen, player will be able to choose a jetski (cube, capsule or sphere). After the gameobject is selected, the level will be loaded. There will be a 3 second countdown timer before the game begins. Once the game starts players have the option of pressing gas or doing nothing. The player continues to play until they cross the finish line.

Mechanics: The object of the game is to get to the finish line. There will be a timer that continues to count while the game is being played. There will be objects that block the players path that the player will have to try to avoid. Standard Analog controller support for steering right and left. There will also be turbo ramps spread throughout the obstacle course that might help or hurt the player. There may or may not be a turbo meter based on turbo boost pickups. The point of the game is to try beat your best time.

Physics: Well, this is waterski game, so the water mechanics will be the main point of physics. Steering will based on how your object handles on water. Outside of that, gravity will be play a factor when launching off jumps.

Movement and Controls: Steering left and right will take place using the analog sticks. Right trigger is the acceleration. Left trigger will be the break. Pressing the A button will be turbo button (if implemented). A jump button might be added at a later date.