

Survival Instinct

Autobots
Shashank Shekhar

Target Audience: Males / Females between 18 to 40 years
Gamer Type: Hardcore / Super Competitive Gamer
Target Platforms: Mobile / PC / PlayStation / Xbox
Genre: Survival / Racing Game
Number of Players: Multiplayer
Projected Release Date: June 1st, 2021

High Concept Statement

This game is based on the concept of the movie 'Death Race' where different players having different vehicles race to the finish line. The vehicles have a variety of shapes and sizes. Each vehicle has its own set of features and uses weapons of various types to cause damage to their opponents and eliminate them from the competition. The players start with a standard set of weapons available for each vehicle type. There are different paths for the players to reach the finish line. Each path poses its own set of challenges as well as provides weapons to the players that can then be used to eliminate their opponents. The opponents are free to choose the path they like and must reach the finish line before their health reaches zero (elimination). This game poses two major challenges to the players. First challenge is survival where a player needs to safeguard himself from other players and the second challenge is the competitive challenge i.e. to finish higher in the ranking.

The game world for the players comprises of different terrains referred as maps and the players can choose random or specific type of maps. Different types of maps include plain grassland regions, sandy regions, curvy mountainous regions, coastal regions etc. All the maps are finite and guide the user from the start to the finish line. Constraints on the players include that they cannot come outside of their vehicles. Players must follow the directions given on the maps to complete the race. The game ends for a player if his health reaches zero or if he crosses the finish line to secure a spot in the rank list.

The game brings out the competitive spirit in each player as they make their way to the finish line. Players also need to develop a survival instinct where they must save themselves from other players close to them. This game is unique in that it is not an ordinary racing game where the player must navigate the roads to reach the finish line. The most important aspect of this game is survival. A player must be always vigilant and ready to defend the attacks of other players close to him. Just passing the opponent in terms of speed will not suffice since the opponent can immediately use an attack to destroy the player. Thus, the game clubs both survival and winning instincts in a player. Ensuring a good balance of the attack and defense weapons will ensure that the players are completely engrossed in the game.

Feature Set

- Players can choose from a variety of different maps where they want to compete. Each map provides for challenges in its own ways like steep curvy roads, landslides, bad weather reducing visibility, poor roads causing tyre wear out and damage etc.
- During the race to the finish line, players can collect bonus stars which they can use to upgrade their vehicles with features such nitrous oxide engines for higher speeds as well as get weapons for attack and defense.
- There is an exhaustive list of vehicles, weapons provided to the players to counter each other during the play.
- There are different levels for the players. Each player starts at level 1 and based on his performance in the game is promoted to higher levels. Players on similar levels are matched together for a game.
- Apart from players challenging each other during the race, there are external elements that cause resistance to the players. For example, patrolling autobots, angry dragons, militant groups etc. Players must dodge their way out of this as well.

Team Roles

Shashank Shekhar – Designer, Artist, Programmer.

The Competition

Distance and Nitronic Rush are two major competitors to this game. This game is different from the competition. Competition only provides for external environmental obstacles that players encounter. This game provides for mechanisms that allows for fierce competition between the players as well as obstacles thrown by the environment at the players. Added to this is the huge difference in the types of world that this game and the competitions provide. Competition provides for hypothetical world scenarios whereas this game provides realistic world setting with cities, villages located in different types of terrains that is bound to increase the interest levels of the players. All the graphics / artwork used in this game are realistic.

Innovation/Creativity

The creative aspect of design involves putting players for battles against each other while they make their way to the finish line. This ensures that the player is always vigilant from opponents as well as from the obstacles generated by the environment. The creative aspect of art is that all the graphics (world, objects such as vehicles, weapons etc.) generated closely resembles the real world. Each vehicle, weapon and obstacle has its own unique design.

Scope Management

Resources are limited and hence the scope of the game is also limited. The list of features is divided into 3 categories:

- ❖ Green Light features: There is a basic finite list of world maps and other game objects that are to be provided as a part of the initial release of the game.
- ❖ Yellow Light features: These include additional world maps and other game objects like additional weapons, variety obstacles etc. added onto the basic feature set. There is also a provision for game shop where players can checkout latest and state of the art weapons and vehicles.
- ❖ Red Light features: This includes features such as interaction and teaming of players to engage in group battles.

Timeline for the green light features is as follows:

- Creating required designs of world and other game objects: June, July 2020
- Creating required 2D and 3D art of world and other game objects: August, September 2020
- Programming the green light features: October, November, December 2020
- Ensuring Game Balance: January 2021
- Functional, Feature and Accessibility Testing the Game: February, March, April 2021
- Beta Testing the Game: May 2021