vision

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1 Story

The Game World consists of a (randomly generated?) city. This city has a lot of rivaling taxi companies. The situation has gone so bad, that taxi's actually chase each other to steal customers.

2 Basic Game Idea

Every cab starts at an equal distance from the first customer. The cab that reaches the customer first, gets to serve him. All teams now get to see the destination of the customer. The cab with the customer has to try to get to the destination on time. However, other cabs can try to steal the customers. The cab that eventually gets the customer to the destination on time, gets a cash reward related to the time it took. However, if the cab(s) take too long the customer will get angry and demand compensation from the cab that has the customer at that moment.

3 Game Mechanics

3.1 Picking up/dropping of a customer

A customer will be picked up when a cab drives past him in a certain radius under a certain speed limit. A customer will be dropped of when the cab stands still in the drop-of zone, a customer can't be stolen in the drop-of zone.

3.2 Stealing a custommer

A cab can steal a customer by driving door to door with the other cab for a fixed time period. This time period depends on the navigators, who will do a quick minigame while this happens. (optional) A cab can also steal a customer by using powerups. See section XX on powerups.

3.3 Powerups

A cab can pick up powerups in various ways. Some powerups will spawn in the game world, and can be seen on the map by the navigator, who can inform the cab driver. A powerup can also be given as a special reward for delivering a customer at his destination. Powerups can also be bought by the navigator using the cash rewards. For a list of possible powerups, see section XX on powerups.

4 List of Powerups

4.1 Normal Power-Ups

- Turbo: increases speed, but reduces maneuverability.
- Hit 'n Run: cab can steal customer by colliding with the target cab. Once the cab has a customer, other cabs can do the same as long as the powerup is active.
- Prank call: creates a fake customer.
- Cloak: becomes invisible for a brief period of time.

4.2 Police-Tree

The Police Tree can be ascended by abiding the law. A bit like MW kill streaks.

1. Traffic Jam: Increases the traffic load on a road.
2. Pull over: Can be used on a rivaling team. Pulls over the rivaling cab and keeps it still for 5 seconds. Can't be used on cabs holding a customer.
3. Road Block: Blocks off a road.
4. Police steal: The police goes all-out to find the customer and hand him over to the activator of the power-up.

4.3 Legendery Cars

If a team has enough cash, one can buy a Legendary Car.

- Formula 1: Extreme speed, brake and acceleration boost.
- Batmobile: Can alternate between Cloaking and a moderate speed boost.
- Delorean: can Time Travel.(teleport a short distance.)
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