

Game Concept: Taxi Trouble

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Gameplay

1. One round of the game will last two minutes, with a countdown timer visible on the screen. Players can choose between one round, three rounds and five rounds per game. The team with the most rounds won win the game.
2. The player can set the amount of passengers that have to be delivered to win a round. The player can also set the amount of rounds that take place.
3. The map will be sufficiently large to hold 4 Taxi's, but small enough so that Taxi's will frequently meet.
4. Taxi's will be able to drive freely through the map, crashing into each other to steal each other's customers.
5. To pick up a customer, a Taxi simply drives over the customer, and he will hop in the car.
6. Pedestrians will walk around the map, but the player will not be able to driver on the curb.
7. Traffic will spawn randomly throughout the city, and the Taxi driver has to avoid the incoming traffic.
8. The navigator has an overview of the map, with possible passengers and the other Taxi cars lighting up.
9. Players will be able to select the appearance of their car. They can also place decorative items on the car.

Product vision

1. Our target audience is smartphone owners between 10 and 25 years old.
2. Customer needs:
 - (a) To be entertained for a short period of time.
 - (b) To easily pick up the game.
 - (c) To be able to play the game with a large group.

3. Crucial to the needs is a selection of fun gameplay mechanics, and at least 4 player multiplayer, but preferably with more players.
4. The game "Taxi Driver 2", available in the Play Store is somewhat similar.
5. The timeframe is 10 weeks. If we wish to publish the game to Google Play, then we will need to pay 25 euro's. That is our total budget.