GCD (Game Concept Document)

GeeksInstitute - LaStartupStation

Project Name: Tbourida: The Noble Charge

Name	Role
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Version Table

Version No.	Date	Author(s)	Description
1.0	2025-12-18	Yassine Ait Ahmed	Draft GCD with same sections as the game idea docs.
2.0	2025-12-23	Abdellah Aoukrad	Final GCD Version with proper GCD/GDD sections.

Table of Contents

- Summary of the Project
- Pitch
- USP (Unique Selling Point)
- KSP (Key Selling Points)
- References
- 3C (Character, Camera, Controls)
- Win/Fail Conditions
- The Obstacles (Gameplay Brick)
- OCR Loops (Micro/Mid/Macro)
- Universe & Story
- Graphic Art Direction
- Sound Art Direction
- Menus, Interfaces, HUD
- Level Design

Summary of the Project

Field	Description
Genre	Sports / Rhythm / Cultural Simulation
Universe	Moroccan Heritage (Tbourida/Fantasia)
References	*Guitar Hero* (Rhythm), *Rival Stars Horse Racing* (Visuals/Mgmt)
Marketing Target	Cultural enthusiasts, Casual Mobile Gamers, Rhythm fans
Platform(s)	PC, Mobile (Android/iOS)
Number of Players	Single Player (with AI Sorba)

Field	Description
Game Modes	Career, Quick Charge, Endless
Camera View	Third-person (Back view during charge), Side view (Replay)
USP(s)	First 3D rhythm game dedicated to the Moroccan art of Tbourida.
Main Gameplay	Maintaining formation alignment while managing speed and timing the perfect shot.
Key Features	Sorba Management, Khzana Shop (Customization).
Graphic Art Direction	3D with stylized cultural aesthetics (colors, fabrics), Slow-motion Replay.
Sound Art Direction	Authentic Gunpowder SFX, Zaghrouta, Folk/Chaabi dynamic music.
Main Tech Brick	AI Flocking System (Sorba synchronization) & Audio-Visual Sync.

Pitch

"Lead your Sorba to glory in *Tbourida: The Noble Charge*, a rhythm-simulation game where the thundering hooves of the horses meet the precision of the trigger. Master the formation, control the speed, and fire in perfect unison to achieve the ultimate score."

USP (Unique Selling Point)

"The only game that combines the adrenaline of high-speed equestrian formation riding with the precision of rhythm gaming mechanics, deeply rooted in authentic Moroccan heritage."

KSP (Key Selling Points)

1. **Dynamic Formation AI:** The player's movement influences the entire Sorba; correct drifting to prevent collisions.
2. **Khzana Customization:** A fully immersive shop to upgrade horses (Barb/Arab-Barb) and traditional attire (Caftans, Saddles).
3. **Deterministic Scoring:** A realistic judging system based on the mathematical standard deviation of shot timing and alignment.

References

- **Rival Stars Horse Racing:** For the horse breeding, stats (Speed/Stamina), and realistic horse models.
- **Guitar Hero / Rhythm Heaven:** For the "Perfect Timing" mechanics and visual feedback (Green/Red zones).

3C (Character, Camera, Controls)

- **Character:** The Player controls the **Mokaddem** (The Leader of the Sorba).
- *Abilities:* Accelerate, Decelerate, Steer Left/Right, Fire Gun.
- **Camera:**
- *Line-Up:* Static wide shot.
- *Charge:* Dynamic 3rd Person (Behind the horse).
- *Shot Phase:* Zoom/Slow-mo effect.
- **Controls:**
- *Mobile:* Tap (Fire), Swipe Up/Down (Speed), Tilt/Virtual Joystick (Steering).
- *PC:* Spacebar (Fire), W/S (Speed), A/D (Steering), Arrows.

Win/Fail Conditions

- **Win:** Achieve a score above the qualification threshold based on Synchronization, Sharpness, and Presentation.
- **Fail:**
- **Collision:** Player drifts too far, causing a horse clash.
- **Safety Violation:** Firing before the start line or after the finish line.
- **Low Speed:** Failing to reach minimum gallop speed before the shot.

The Obstacles (Gameplay Brick)

1. **Natural Drift:** Horses have a random movement influence (noise); the player must actively counter-steer to stay straight.
2. **Timing Windows:** The "Green Line" is narrow; firing early or late reduces the score drastically.

3. **AI Latency:** The Sorba follows the player with slight inertia, making sudden movements risky.

OCR Loops (Micro/Mid/Macro)

- **Objective:**
- *Micro:* Keep the horse aligned on the track; hit the "Perfect" shot window.
- *Mid:* Complete a full Round (Talka) with a high Judge Score.
- *Macro:* Win championships to unlock new equipment and better horse breeds.
- **Challenge:**
- *Micro:* Fighting the random drift physics and maintaining speed.
- *Mid:* Consistency across multiple runs.
- *Macro:* Managing currency to buy high-stat horses (Stamina/Stabilization).
- **Reward:**
- *Micro:* Visual effects (Particles), Crowd Cheers.
- *Mid:* Scoreboard Ranking, Gold/Currency.
- *Macro:* Unlocking the "Legendary Khzana" items and advanced levels.

Universe & Story

The game takes place in a vibrant, stylized Morocco. The player starts as a novice Mokaddem in a small village Moussem. Through dedication and training, they rise through regional competitions, aiming for the National Championship. The narrative emphasizes the bond ("Synergy") between the rider, the horse, and the Sorba members.

Graphic Art Direction

- **Style:** "Realistic-proportions" with vibrant, saturated colors reflecting Moroccan textiles and embroidery.
- **Key Visuals:** Dust clouds during the charge, the shimmer of golden saddles, and the precise muzzle flash of the rifles.
- **UI:** Gold and Crimson palette, inspired by traditional geometric patterns (Zellige).

Sound Art Direction

- **Music:** Dynamic traditional drums (Bendir/Tbal) that increase in tempo as the horse speed increases.
- **SFX:** The "Baroud" (Gunshot) must be impactful and crisp. High scores trigger "Zaghroutas" (ululations) from the crowd.

Menus, Interfaces, HUD

- **HUD:**
  o Top Bar: Sorba Alignment Indicator (Green/Red zone).

  o Bottom: Speedometer and Charge Progress Bar.

  o Overlay: The Track Lines (Red Start -> Green Shot -> Red Finish).

- **Menu Navigation:** 3D interactive "Khzana" (Tent). Clicking the horse opens upgrades; clicking the rifle stand opens the weapon shop.

Level Design

- **Structure:** Linear tracks (approx. 200m straight line).
- **Progression:** Levels differ by environment (Desert, Green Plains, Imperial City Walls) and crowd density.
- **Difficulty:** Higher levels introduce wind (affects drift), stricter judge timing windows, and faster, more spirited horses that are harder to control.