



A portable equestrian rhythm–simulation 3D game inspired by Morocco’s traditional Tbourida competitions.

Genre:

- Sports / Equestrian Simulation
- Cultural (Moroccan) / Heritage
- Rythm

Platforms:

- PC
- Mobile

Core Gameplay Loop

1. Line-Up Phase

The Sorba forms a straight horizontal line. The player positions their horse correctly within the formation.

- This phase will be evaluated based on the sorba overall look, from the clothes of the characters and the horse armor.

2. **Charge Phase**

All riders gallop forward together.

The player focuses on:

- Holding speed / Staying aligned with the formation
 - i. Throughout this phase the player as the Mokaddem slowing down or speeding up will influence the score of this phase, the player should maintain its speed and stays aligned with the formation.
- Avoiding drifting too far left or right
 - i. Drifting too far can cause accident and the loss of the round.

3. **Shot Timing Phase (Key Moment)**

At the optimal point of the charge, the player taps the screen to fire.

All riders follow the player's timing with slight natural variations.

- There will be three lines the start line will be red where the sorba will enter and a center green line and finish with a red one, if the sorba shots on the green it'll be the perfect shot if it shoots before or after the green line and inside the red lines it'll have diminished score, if the sorba shots before the start line or after the finish line the shooting score will be zero.

4. **Evaluation Phase**

The round ends immediately after the volley.

Judges score the performance based on:

- Shot synchronization
- Formation stability
- Speed and control
- Overall presentation

3) Scoring — realistic but deterministic numeric system (recommended prototype formula)

Note: these weights are *game design proposals* built from common judging emphases found in sources (synchronization, timing, speed, presentation). I recommend you show these in the GDD and note they are design choices inspired by real events.

- **Synchronization (40%)** — measured by standard deviation of shot timestamps across the sorba. Convert Standard Deviation to score: 0ms → full points; 150ms+ → zero. (Use a logistic curve to map.)
- **Shot sharpness / simultaneity (25%)** — measure whether shots happened within a tight window and whether the audio peak is a single strong volley (in-game: combine timestamp tightness with a “sharpness” multiplier if player used correct firing motion).
- **Speed & formation control (20%)** — measure average speed and lateral dispersion while charging; drifting out of line penalizes.
- **Presentation (10%)** — cosmetic stat: quality of rider costume + horse trappings; optional player-driven pre-round customization.
- **Penalties (5%)** — failed safety (horse falls, rider unmounted), firing before line reached min speed, shots too early/late individually penalized.

Gameplay Controls:

- You have forward/backward right/left to control the horse. (there will be a slight random movement influence on the horse movement to the left or right to incentivize the player to go left or right to neutralize this random movement, the player horizontal -left/right- movements will influence the sorba AI agent movements, so we can have an opportunity to see horse clash within the sorba thus having a penalties).
- Fire with one click or touch/tap on the screen, the firing should be accurate.

Upgradables:

- **Shop:**
 - Players can purchase new horses and armors and clothes for its sorba.
 - The shop will be a 3D Khzana with merchants and aesthetic objects.
- **Horse Upgrade:**
 - Players can upgrade the stats of its horse (speed, stamina, stabilization,...).
- **Levels:**

- The sorba will have its own level that influences AI competitors sorba difficulty, and shop/tree bonus new items unlock.

Additional Features:

- Replay slow-motion.
- Score bonus tree: gives extra score bonus to a score category from the formula example you can unlock a treat bonus score for the presentation.
- Performing Rifle movement will have its own score. Also shot firing can be upward or downward.
- Horse Upgrade:
 - You can breed new types of horses.
- Synergy between the character and its own horse, how much time spent with the horse in the stable, or alike.
- Synergy between sorba members.
- Horse type/breeds Barbarian, Barbarian Arabic.