Drifty Shooty Loops GDD

Arena battle vehicular manslaughter bipedal horse drifting

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Overview

Platform: PC Windows
Genre: Multiplayer, Driving, Action, Shooter
Number of Players: 4 players
Camera: Third Person
Length of Play: 1 to 2 minutes
Target Audience: 15 to 30 years old

Game Concept

Drifty Shooty Loops is a 4 player team based arena game where teams of 2 face off against one another in vehicular combat. In a tight arena the drivers must navigate the area effectively in order to avoid getting shot by the enemy, once a team has a clear shot on an opponent the copilots must shoot the opponents to knock them out of the game. The first team to reach 3 points wins.
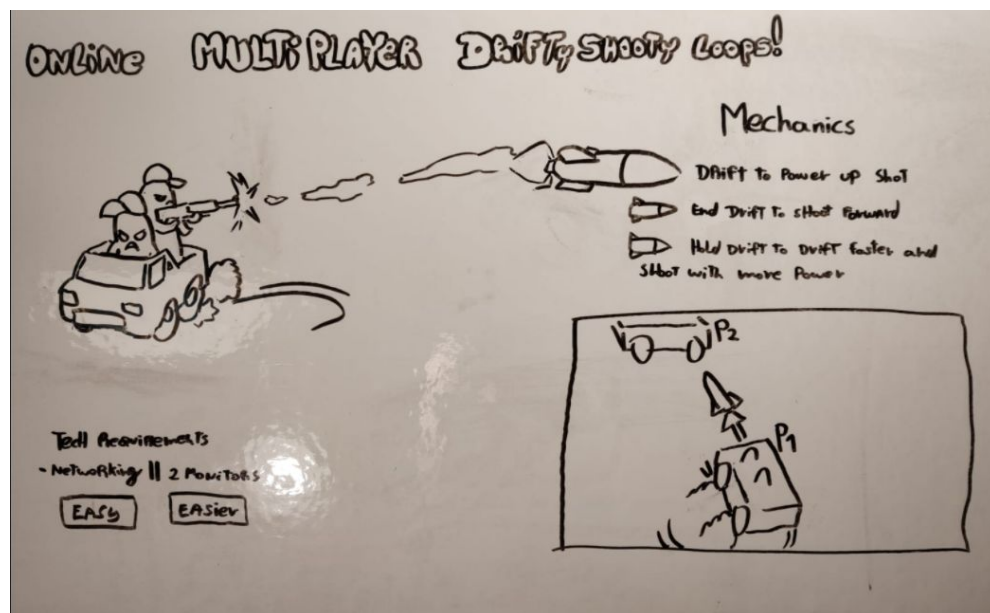

Figure 1: Initial sketch concept of the game and it's mechanics.
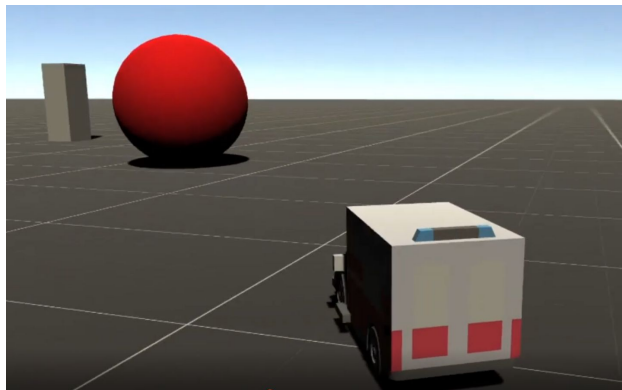
Theme

Gameplay Pillars

Gameplay and Mechanics

Gameplay

The gameplay of Drifty Shooty Loops consists of three main mechanics, driving, drifting, and shooting.

Driving

Driving in Drifty Shooty Loops is tight and reactive, similar to how the driving feels in Mario Kart.

Drifting

Shooting

Prototypes

Narrative

Story

Characters

Riders:

The player's who drive the horses

Horses:

The rideable character the players are attached to.

Gunners:

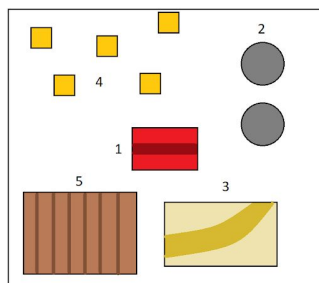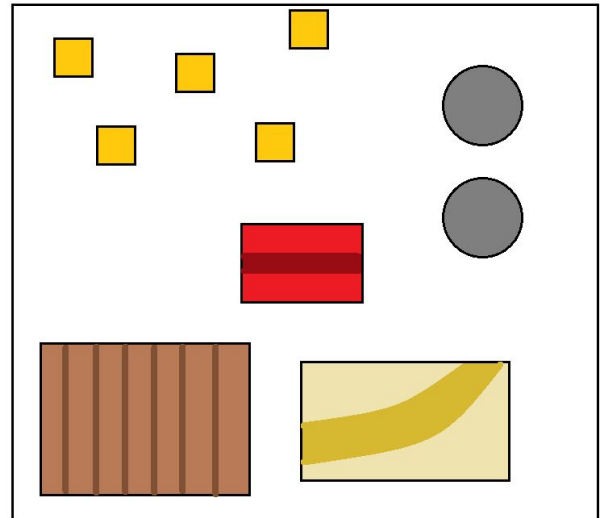The player's that control the game on the back

Game World

Levels

Training Level?

Map Designs

Farm Map

An open farm with many outdoor obstacles big and small along with a short indoor section that acts as cover.
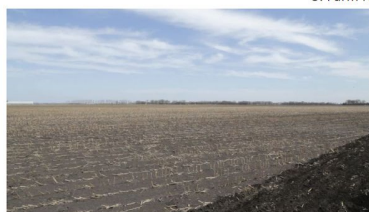

1. Barn

2. Silos

4. Hay Bales

3. Farm House

5. Untilled Land

Interface

In-Game UI

Charge meter: A meter that represents the total charge of the weapon while drifting. This helps the player visualize the amount of power they have before firing.

Speed?

Round Score: Keeps track of the total score of the game.

Timer: A timer set up for each round.

Blown Up Text?

Title Screen

Play Button: A button to start the game.

Settings: A button that leads to a settings menu, you can adjust audio volumes here.

Quit Button: Closes the game to desktop.

Animations

Inverse Kinematics

This project uses IK along with the produced animations, this is because it will add fluidness to each animation and prevent stiff movements.

Horse

The horse has multiple parts that use IK, head, legs, torso, all with varying weights.The head follows where the player is heading, the torso follows the head, and the legs adjust to the elevations of the ground.