

# 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.

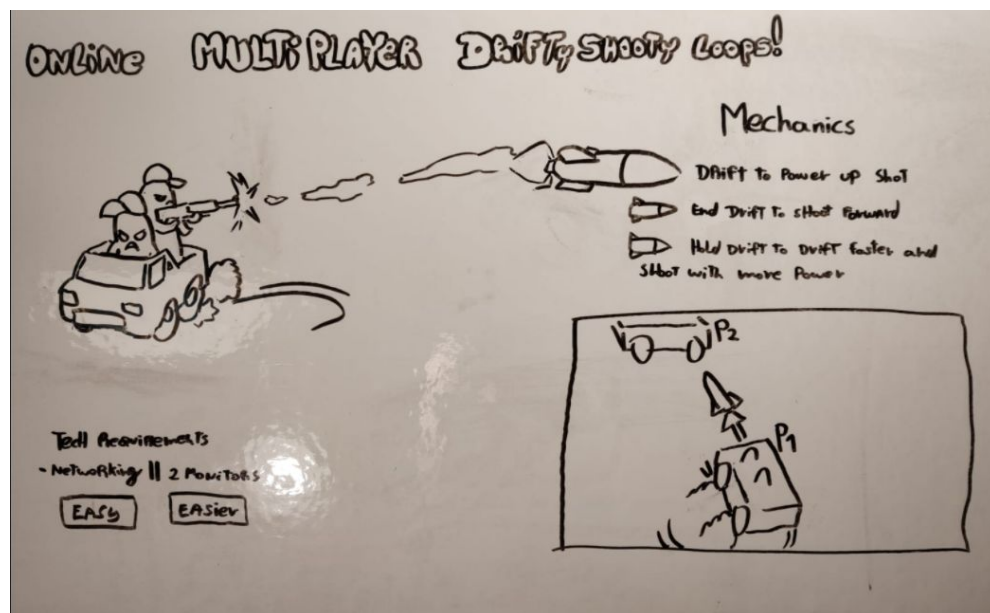


Figure 1: Initial sketch concept of the game and it's mechanics.

# 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

Narrative

Story

Characters

Game World

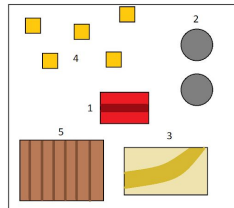
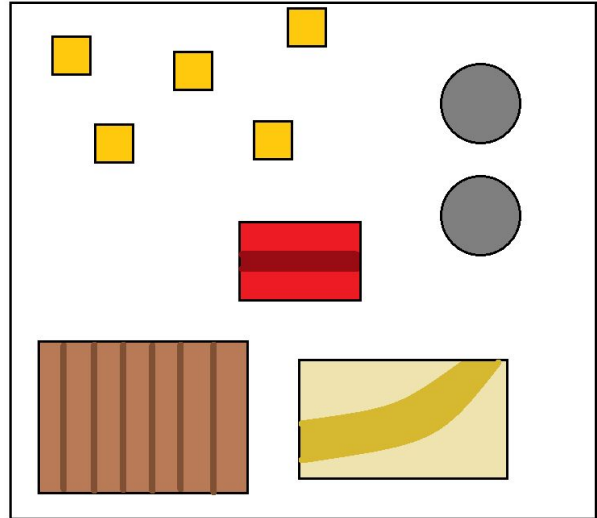
Levels

Training Level?

# Map Designs

## Farm Map

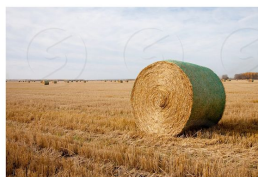
An open farm with many outdoor obstacles big and small along with a short indoor section that acts as cover.



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.