



The Race HoMe

The question isn't "what are we going to do," the question is "what aren't we going to do?" **~ Ferris Bueller**

Feburary 14, 2016

RaVeN Madd Studios

Ver. 1.0



The Race Home is a pixelated endless runner that pays homage to the Ferris Bueller’s Day Off Movie and the Race Home scene.

Choose from a verity of characters as you traverse through, on and around various objects in hopes to get home before your parents do.

# Game

Genre

Endless Runner, Parkour, Touch

Art Style

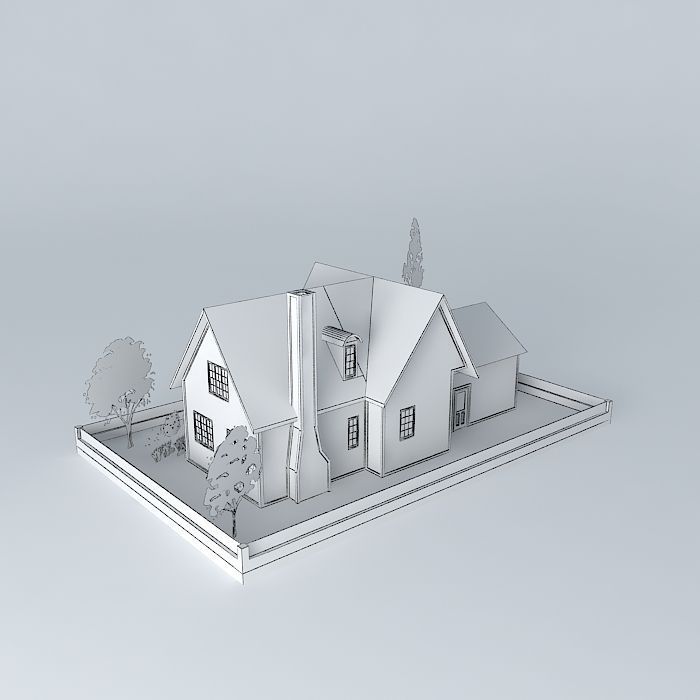
Pixelated, 8-bit, retro

**

Audio Style

ChipTune, 8-bit (perhaps switch between regular and 8-bit?)

View Angle





Platform

Mobile (Primary), PC, Console (if feasible)

Multiplayer

None. (potential 2-player race)

* Use objects to slow opponents, Swipe down to activate/open (this forces trailing player to engage trap), Swipe up to deactivate/close (this slows down lead player, allowing trailing player to gain some time.) Failing to properly swipe equals a stumble. (If trailing player correctly deactivates a trap set by leading player, they gain a double speed boost.) Some traps randomly spawn set.
  + Dog house – release dog
    - Leap over dog to place dog back in house
  + BBQ, leap over to open/close
  + Fire Hydrant
    - Water spraying forward.

Features

Scoreboard. (online?)

* Kilometers
* Time
* Activated/Deactivated traps
* Daily Play Prizes
  + Run! Sackboy, Run!0

# Characters

# Play Modes

Levels

Challengers

* Race against parents in car, mimicking The Race Home scene from Ferris Bueller’s Day Off.

Endless

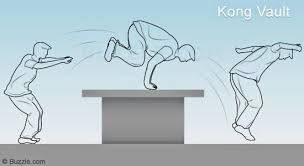
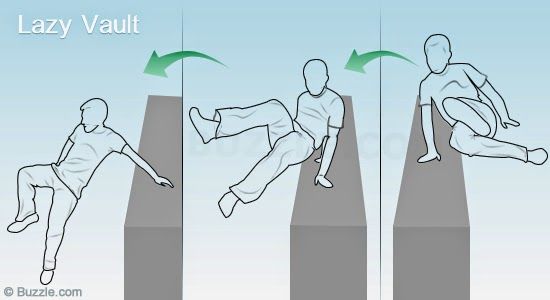
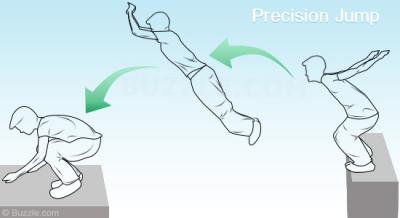
* Endless level, with no racing and no end.
* Day / night cycle that is 20 mins. (See Alto)
  + Sun goes down
  + Play by moon light
  + Cloud covers Moon
  + Rainy storm with lightning
  + Play by hardly seen highlights

# Mechanics

Parkour

Swiping in various directions at the peak of a jumps or on top of objects allows for parkour moves which speeds up the player slightly.

* Swipe Up – Avoid/deactivate traps. Slows down speed while in air.
* Swipe Forward – Quickly vaults over objects. Fastest way to clear low level objects. Can use from high level objects to low level objects but stumbles if directly to ground, unless you swipe down when landing.
* Swipe Down – Activates traps, slows player down slightly. Allows player to land on ground with out stumble when from high level. Can end jump mid way allow for decrease in overall in air slow down.
* Swipe Back x2 – Use temporary speed boost. Player temporarily automatically completes every obstacle jump. (Built up by strings of perfect stunts)



Increase Speed

After consecutive parkour moves a speed bonus is granted.

# Controls

Mobile

Swipe

Tap

* Tap to jump, hold to go higher.

PC

Keyboard

XBOX

Console

PS4

XBOX

# Upgrades

Characters

Ascetics –

Focus – Automatically make the next series of parkour jumps.

# Unlocks

Characters – Unlock characters by achieving various goals. Each character has a different quality.

Ferris - Standard

Genie- Faster running / slower parkour.

Cam- Slower running / faster parkour.

Goals

* Main goals can be character unlocks, where as sub goals can be points that can be used to purchase upgrades.
* You can switch some goals for points.
* Catch various animals that are ahead of you. (Cats, Dogs, Cheetahs, Horses)
* Some goals are only achievable with an upgrade or unlock character.
* Beat certain times
* Complete certain combos
* Complete certain number of combos
* Scare off a number of animals in the BG (Squirrels, Owls, Birds)((Like in Alto))

# Jump Objects

School Yard

* See Saw
* Swings
* Cement Basket Ball Court
* Ridable Springs

Front Walk

* Fire Hydrants
* Tricycle
* Wet cement (with signs)
* Dog

Back Yards

* Kids Playing
* People Sun Tanning
* Telescope
  + With Child using it
  + With Adult using it
* Fire Pit (circular stones)
* Gazebo
* Tree
* Flower Bed
* Dog House
* Sand Box
  + Sand Castle
* Old BBQ
* New BBQ
* Picnic Table
* Inflatable Kids Pool
* Swimming Pool
  + Inflatable Alligator
  + Inflatable Shark
  + Inflatable Donut
  + Inflatable Duck
  + Inflatable Bed

Workload

# Programming

# Art Assets

* Land Plots
* Houses
* Jump Objects (active parkour)
  + Fences
  + Dog House(s)
  + BBQ
* Jump Objects (no active parkour)
  + Bush(s)
  + Flower Bed
  + Plastic Kid Pool
* Characters
* Vehicles
* Non Interact Objects

# Audio Assets

# Animation

* A,B,C,D Run Cycle
* Stumble
* Parkour Stunts
* Vehicle wheels & ppl inside. (Head turning/looking)
* Dogs
* Bystanders

# Ideas

* Choosing paths (turn or not turn)
* Dodge obstacles by changing lanes.
* 2 player (add boost level to increase speed)
* Power ups
  + Full speed boost
  + Auto perfect parkour stunts
* Best Run sign for endless mode.

Upgrades / Unlocks

* Level up by collecting points! Use points to gain power ups that help you accomplish goals to gain complete challenges, thus rewarding more points. This allows players to either use power ups, pay to win by buying the power ups, or just play for free and save till complete.
* Use kilometers as points, big goal is to get supra high amount of kms. But you can use your kms to buy items to increase your speed, jumps, ect.
* Collect 1, 2 and 3 stars for beating each level in a certain time, to gain bonus for upgrades. Skip for a cost (Sack boy run)
* Possible challenges:
  + - Don’t stumble for a total of 5, 10, 20, 60 mins.
    - Style points for Parkour and jumping?
    - 5 consecutive parkour stunts
    - Save me hearts?
    - Travel certain distances.
    - Find all collectibles (clothes for new character?)
    - Each new character can be faster then the last.
      * Girlfriend/Genie
      * Cam/Ferris
* Endurance
* Shoes
* Parkour moves
* Outfits

The Race Home is an endless runner style game which takes place through a suburban neighborhood.

* Pixel art style
* Parkour character animations
* Race against parents in car, mimicking The Race Home scene from Ferris Bueller’s Day Off.
* Player must stay within reasonable distance of parents.
  + Or ahead of them.
* Players gain a point of speed with each consecutive set of overcome obstacles.
  + 2 for lvl 1, 5 for lvl 2, 10 for lvl 3, 20 for lvl 4, 50 for lvl 5
    - Possible hidden lvl 5 and 6.
* Difficulty in Endless Mode increases by:
  + Player gaining speed (up to five points)
  + More obstacles to overcome in the yards
    - Dogs that run around after the player
  + Sun goes down, Low lighting by street lights.
  + Power goes out and everything is lit with one angle of Moon light.
  + Clouds cover the Moon and is almost completely pitch black.

HUD

* Additional Speed points
* Distance traveled
* Time (Remaining/Elapsed (Endless)
* Position Bar (Player vs Parents)

Model Assets

1. 5+ Houses
2. Fences
   1. Hedge (Flowers (Various Colors)
   2. Wood Fence (Various Colors)
3. Bush
4. Small Tree (orange, apple)
5. Dog House

Model Assets

1. 5+ Houses
2. Fences
   1. Stone (Various Colors)
   2. Hedge (Flowers (Various Colors)
   3. Wood Fence (Various Colors)
   4. Chain link
3. Bush
4. Small Tree (orange, apple)
5. Dog House
6. BBQ (Old round model, new square style)
7. Flower Bed
8. Kids Plastic Swimming Pool
9. In Ground Pool (Various Floating Objects to Jump On)
10. Bird House
11. Kids Swing Set
12. See Saw
13. 5+ Vehicles
14. Playground
15. School

Character outfits

* Ferris Robe

LandMarks

* Save Ferris Water tower
* 1961 Ferrari 250 gt California(driven by the to parking guys)
* Parade with german float playing
* School bus
* Cab 1793