**Rcket Legume, Game Design Document**

**Marketing**

* The target audience is gamers from the age of 10 to 25 who enjoy car racing and sports titles. Those who enjoy competitive games will be drawn to the fast-paced nature of Rcket Legume. The added level of sci-fi story is meant to be a source of intrigue for those who are not traditionally drawn to sports specific or racing specific games.
* Rcket Legume’s anticipated ESRB rating is E 10+ due to fantasy violence between cars and possible language in online interactions. Rcket Legume will not use any blood or language in its game.

**Gameplay**

Rcket Legume is a 3D vehicular soccer game in which players score goals on their opponents to win the game.

**Key Features**

* Colorful, eye-catching graphics
* Simple, effective vehicle physics to enhance gameplay
* An elegant take on soccer that allows players to swap soccer players out with cars

**First Minutes**

* The player first sees a field when they open the game.
* The designated number of opponents and team members appear on screen.
* A ball, indicating which planet will get destroyed based on the outcome of the game, will drop down at the field’s center.

**Number of Players**

* The player can choose how many players will be on each team, but opponents and teammates are NPCs (non-playable characters).

**Game Flow**

* The moment the ball drops onto the field, the NPCs will track the ball’s motion and attempt to steer it towards their respective goal.
* The player’s victory depends on them scoring in the ‘away’ goal to win the game. To see more on story significance of winning the game, please reference the “Storyline” header of this document.
* The game continues until one side has a five points, which is the cactus society’s lucky number.

**Technical Aspect**

* Currently the game is designed to be hosted on PC systems, such as Windows, MAC, and Linux.
* Future developments will include expansions to gaming systems, beginning with the Xbox and PS4.

**Characters**

* *Charlie* is the main character who has been kidnapped from a post-apocalyptic Earth in which humanity has been eradicated and fully sentient cars have now taken their place.
* *Other cars* are representatives of their home planets. Some of them have been randomly kidnapped from home to play in the Rcket Legumes, while others come from planets colonialized from the aliens who organized the games and have trained their whole lives for this one game.

**Storyline**

The main character, Charlie, has been kidnapped and forced to play in a cars-only rendition of the Hunger Games as the captain of his team. Charlie’s teammates are fellow kidnapping victims from Earth.

The captain of his opponent’s team is also playing to save his own team, and whoever wins today’s soccer game is damning the other team’s home to death and destruction.

For every game, the ball is a different planet, signifying the planet that is either destroyed or saved based on the outcome of that day’s soccer game. Today, the ball is Earth, and Charlie has been chosen to decide Earth’s fate in a game of soccer. He notices that the hosts of the game have been so particular with the details of the game that the usual stadium lights have been replaced with comically large Soviet-era lamps, and the goals have been swapped out for fake, plastic Christmas trees dusted with snow.

**Environment**

This version of Rocket League, specifically titled Rcket Legume for its spoof on typical soccer environments and gameplay, takes place in a remote stadium built by the aliens that kidnapped Charlie.

Rcket Legume is titled so because the name of the stadium is Rcket and the aliens’ primary crop is legumes.

The stage on which cars are playing is a plane tiled with grass, and the players are contained by cube game objects that sometimes serve as audience seating.

The large lamps are props placed where the directional lighting comes from to give the sense that the lamps are emanating light.

The goal posts are plastic Christmas trees the hosts thought would remind Charlie of home, and the top of the goal is a white cube.