



Motocross Madness III

Game Design Treatment

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Motocross Madness III

Platform(s): X Box, PC

Number of Players: 1 - 4 or 1 - 20 (?) online

Essence:

Motocross Madness III will give players the ability to test their Motocross riding skills while they explore some of the most challenging courses imaginable!

Game Play and Look:

Motocross Madness III combines game play elements of the previous games in the series, Excite Bike 64, Jet Moto and Tony Hawk: Pro Skater.

The focus of the game is shared between freestyle motocross and motocross racing. A diverse range of tracks all themed by exotic locations and varying weather conditions will challenge players. The style of play will be very arcade-like, providing as much action as possible. All-out speed, big air and trick combos will ensure that this incarnation of the Motocross Madness series remains true to the original.

Players will experience a more realistic feel than other games in the genre. By locking up the rear brake, players can slide into corners to help find the best possible line. Players will notice a difference riding on mud, sand, asphalt, snow and just about anything we can throw at them!

The look of the game will reflect the richness and diversity of the racetracks and freestyle arenas. Racetracks will showcase a vast assortment of background elements to bring a life-like feel to the environments.

Imagine racing through the deserts of Dakar while being able to see herds of zebra and giraffes off in the distance. Jump over deep canyons while vultures circle overhead and tumble weeds roll across the plains. Visualize jumping over a city bus in busy downtown-Manhattan traffic. The arenas are only limited by the boundaries of imagination...

Players will be able to customize their race environments with a track editor. A paint-shop feature will also allow them to customize riders, bikes and helmets. A rich assortment of actual sponsors from real-life companies will add another dimension of reality to the tracks and arenas.

A bike shop feature will also exist, so that players can change the performance of their bikes to deal with the rigorous demands of competition! Choose from Honda, Suzuki, Yamaha, Kawasaki and KTM top-performance bikes and then upgrade them with tires, exhaust systems and other performance parts.

Game Mechanics:

Motocross Madness III is really two games in one: Racing and Freestyle motocross.

Race Mode:

The real star of Motocross Madness III is the physics of the game. The emphasis will go towards getting the feel right. Turning, acceleration, braking, jumping over obstacles: these are the elements that can make or break a motocross title. The experience gained from creating Excite Bike 64 will go towards making Motocross Madness III a must-have for today's gamer.

In Race mode, players are challenged to complete a number of laps on either a custom or pre-existing racecourse.

Custom tracks can be created by using a track editor. Players will be able to save created tracks to a memory card so they may share with friends. Also, depending on schedule, players may be permitted to download tracks from the Microsoft On-line community.

Although the number of pre-existing tracks will be determined by the development schedule, the player will have to unlock these tracks by winning season races.

Racers will have a number of nitrous turbo-boosts that will be reset at the end of every lap. These turbo boosts will allow the player to get bigger air on difficult jumps. This will add another level of strategy to the race.



Freestyle Mode:

In Freestyle mode, players will be required to compete by doing difficult and dangerous tricks. The tricks will be based on actual tricks that riders are doing in today's competitions, as well as near-impossible variations that gamers might expect in an arcade-style motocross competition.

Some elements of a freestyle arena might include giant swimming pools, half-pipes and vert ramps that one would only expect to see in a skateboarding title.

A selection of freestyle arenas will be available to the user as well as a custom-arena editor. As with the racetrack editor, players will be able to save these to memory card and download them from Xbox online.

Tricks will be executed by doing button combinations under the appropriate conditions and timing. Tricks can be strung together in combinations to give players higher scores and replenish their turbos.

Game Play Comparisons:

Motocross Madness III will compete with other titles in the same genre. These titles include MX Superfly, published by THQ, Freakstyle, published by EA Sports and ATV Off-road Fury II, published by SCEA. Each of these games has strong and weak points. The strongest competitor among them is Freakstyle.

Freakstyle has decent physics and some truly amazing stunts that the riders can perform. The motion blur that occurs whenever a turbo is used gives a good feeling of intense speed.

Where Freakstyle focuses on characters and character personalities, Motocross Madness III would focus more on environments. The physics of Freakstyle seem a bit stiff for a motocross title (perhaps a symptom from the SSX origins of the game.) There is plenty of room for improvement, which would make the racing portion of Motocross Madness III as much fun as the Freestyle competition.