Game Design Document

LEFT FIELD
PRODUCTIONS

1.0 High Concept:

1.1 Essence:

Travis Pastrana's Pro MotoX (**TPPM**) is a high speed, action-racing game that offers the player the fantasy of being a professional motocross rider.

1.2 Overview:

TPPM will be brought to life using the Tony Hawk Engine. Our goal is to create a next generation, innovative Motocross game that appeals to the mass-market console gamer. We expect our audience to be impressed with the lush environments and surprised by how easy the game is to pick up and learn.

Our vision for TPPM is to successfully accomplish the following goals:

1. **Make a solid racer that is <u>consistently fun</u> to play.**
   With a lenient difficulty curve and great track design, we're committed to making this game fun to play for all ages. To accomplish this goal we'll start with the physics. Once we are happy with the general feel of the bike, TPPM will come to life with its lush environments and challenging AI.

2. **Make a game that is <u>simple to play</u> but challenging to master.**
   One of the first things about fun when it comes to games is the player's first 5-10 minutes of play. If the player is turned off we've failed. The biggest reason people have for leaving a game after 5 minutes is the difficulty curve. Using our past experience in the motocross market, we're confident that we can provide a game that is fun to play for hours. Simple yet challenging level design will accomplish this goal.

1.3 Platforms:
- Sony PS2™
- Nintendo Gamecube™
- Microsoft Xbox™

1.4 Number of Players:

1 – 2 (all platforms.) (Multi-player / online **TBD**.)

2.0 Opening Sequence(s):

The opening sequence deals with all of the legal and logo screens upon boot-up.

2.1 Sony PS2™:

Power on:

      Sony PS2™ Identification Screen…
      Followed by:

      Legal / Documentation Screen…
      Followed by:

      Activision O2 Logo / Animated Screen…
      Followed by:

      Left Field Productions Logo / Animated Screen…
      Followed by:

      Introductory FMV sequence **TBD**…
      Followed by:

      FMV to Menu Hub transition…
      Followed by:

      Title Screen…
      Press Start

2.2 Nintendo Gamecube™:

Power on:

      Nintendo Gamecube™ Identification Screen…
      Followed by

      Legal / Documentation Screen…
      Followed by:

      Activision O2 Logo / Animated Screen…
      Followed by:

      Left Field Productions Logo / Animated Screen…
      Followed by:

      Introductory FMV sequence **TBD**…
      Followed by:

FMV to Menu Hub transition…
Followed by:

Title Screen…
Press Start

2.3 Microsoft Xbox™:
Power on:

Microsoft Xbox™ Identification Screen…
Followed by:

Legal / Documentation Screen…
Followed by:

Activision O2 Logo / Animated Screen…
Followed by…

Left Field Productions Logo / Animated Screen…
Followed by…

Introductory FMV sequence **TBD**…
Followed by:

FMV to Menu Hub transition…
Followed by:

Title Screen…
Press Start

2.4 Introductory FMV Sequence:
The Introductory FMV Sequence will consist of video footage of motocross athletes performing stunts and racing in actual motocross events. Activision will provide the video sequence and will determine the duration of this sequence. The delivery-date of the FMV sequence is **TBD**.

Players will have access to this and any other video sequences within the GUI. See: ***Interface / Menus***

3.0 Interface / Menus:

The Game User Interface (GUI) will be determined by the game modes. The main focus of the GUI is to keep the user "in the game" as much as possible. The publisher has asked that game loads be kept to a minimum (in keeping with contemporary game conventions.)

Navigating the menus:

Sony PS2™
Users will be able to navigate through the menu systems by using the analogue or the D-pad to move a highlight around the desired menu item (left, right, up and down) and select an item by pressing the X or START button. The Δ (triangle) button is used to deselect a menu item and cycle to a previous menu.

Nintendo Gamecube™
Users will be able to navigate through the menu systems by using the analogue or the D-pad to move a highlight around the desired menu item (left, right, up and down) and select an item by pressing the A or START button. The B button is used to deselect a menu item and cycle to a previous menu.

Microsoft Xbox™
Users will be able to navigate through the menu systems by using the analogue or the D-pad to move a highlight around the desired menu item (left, right, up and down) and select an item by pressing the A or START button. The B button is used to deselect a menu item and cycle to a previous menu.