

XTREAM ROBOT ELIMINATION CHALLENGE

Core Game Design
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THE B TEAM

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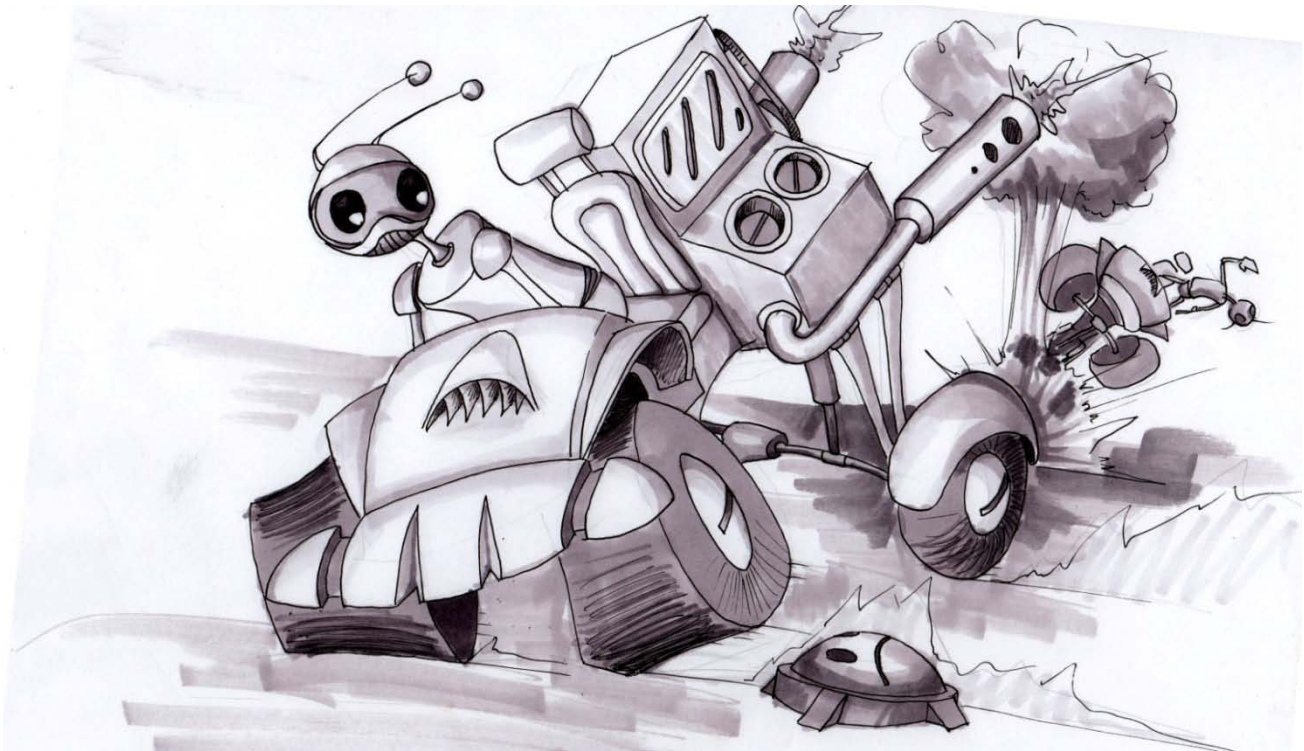
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1. GAME DESIGN

XREC is an action combat driving game which will keep players on the edge of their seats, with great worlds where they can smash, escape, and make strategies to knock other players out of the game. Play solo or with your friends, this battle driving game will keep you entertained for hours.

- **Smash**: Smash against your opponents to knock'em out of the game!
 - Use the world to your advantage to sneak around walls and surprise your opponents. Slam against their back or sides and remove a life from them, two slams later and they will be gone!!
- **Escape**: Escape from players who anxiously want to smash against you to knock YOU out of the game.
 - Use power ups and speed boosts to escape from incoming attackers. Don't worry about who is coming after you... you will be warned so you can think fast and escape!
- **Strategize**: Use world power-ups and aids to help you make the best strategy to smash against the other guys!!
 - As you advance through the game you will encounter tougher opponents, more powerful power-ups, and complicated worlds that will allow you to make different strategies to knock out the different types of opponents you will encounter through the game.
- **Be the last one standing!!!!**



1.1 Game Analysis:

- XREC is an action combat driving game inspired by Mario Kart and its Battle mode. It is focused on a battle arena where players play to smash against other players, dealing damage to eventually knock them out of the game. Two options of play will be part of the game, solo or multiplayer. The solo mode for the game will be focused on a challenging experience with different types of AI enemies who will have different strategies to knock other players off the game. The multiplayer mode of the game will allow multiple players to play against each other and enjoy the inherent fun that multiplayer modes bring.

1.2 Game Concept:

- XREC is a combat based driving game focused on a player-driven battle mode, there are no missions or story line to follow. All of the action is delivered through the intense "Chase" and "Be Chased" nature of the arena battle mode. Using power ups and the world topology to provide the players different options to chase or escape from other players. The multiplayer aspect of the game will deliver unpredictable and fun situations by allowing friends to play in the same console and enjoy the experience the game provides. AI drivers will be "smart" enough, with different personalities that will make the solo gaming experience extremely enjoyable. The only goal of the game is to knock out your opponents and be the last one standing.

1.3 Game Goals:

- The person who plays XREC can expect a straight forward game mechanic based on driving around a small arena world with one simple goal... Crash against everyone and be the last one standing.
- The experience of the game is based on smashing against other players, using power-ups and the world to make strategies and survive till the end.
- The power-ups which provide a variety of weapons will allow the player to have a temporary advantage on the other players that, if used correctly, can help them win the game.
- The design of the opponents, multiplayer, power ups available, and the world itself will allow for many different experiences.
- The driving system in XREC will feel like a cartoony driving system similar to The Simpsons - Hit and Run(TM) game.
- The player can expect to start in an arena world with power-ups and enemies ready to knock

him/her out. It's by playing the game that the player will understand different strategies and mechanics to smash against other players.

- The multiplayer mode allows playing with friends in the same console which introduces a whole new game experience.
- The game is intuitive enough for anyone to pick up the controller and start playing, without having to "learn" how to become good at the game. Honing your skills on the other hand will take time.
- A stylish User Interface will give the player all the information he/she needs to survive, including warning arrows that will let the player know when an opponent is driving close to them.

1.4 What XREC is and what it isn't?

1.4.1 XREC is:

- **Robots smashing against each other** - the main characters of XREC are robots, they are the car drivers. The players control a robot in his car and the rules of the game are simple: Smash against the other robots and knock the out of the game... be the last man (robot) standing!
- **Combat driving** - XREC is about the thrill of chasing other player and crashing against them, as well as escaping from them who also want to crash against you. The use of power-ups allows you to enhance your car to either escape or make it easier to smash against another player. Power-ups can also allow you to weaken opponent players' cars and make it easier for you to crash against them. It comes down to the strategy each player uses to smash other players without being smashed against.
- **Small and usable worlds** - XREC is combat based, a small world allows the players to find each other easily. Usable worlds with ramps and jumps also allow the players to use the world to their advantage.
- **Lots of weapons** - power-ups around the world will give players a wide variety of weapons to use, the variety of weapons will increase as the player gets further into the game.
- **Smart opponents** - AI opponents are designed to have different personalities that will have different types of strategies to play the game, making the game unpredictable. The AI drivers will become more aggressive as the player gets further into the game.
- **Multiplayer** - Human opponents are the best ones to play against. The multiplayer feature will bring a new experience to the players and allows them to crash against each other and have lots of fun while playing together. Multiplayer games in general have an inherent fun factor that is hard to provide by single player games.
- **Increasing challenge and possibilities** - As the player goes further into the game, the opponents will become more challenging and aggressive, new and improved weapons will

be introduces, and the worlds will become more complicated and intricate. All of this to make the experience more challenging and full of more possibilities.

1.4.2 XREC is NOT:

- **Open world** - The combat nature of XREC calls for small worlds. Open worlds do not allow players to find each other easily and would make the game frustrating. It's all about smashing each other and seeing who is able to survive till the end.
- **Track racing** - Most driving games are based on racing, we want to get away from that and use the speed that cars bring to make a fun game that is not about racing and who is the fastest. XREC uses the cars to allow the player to make a strategy and plan how to crash against the other guys and be the last man standing. It's not about who is the fastest, it's about who is the smartest to be able to survive.
- **Intricate story line** - There is no need for an intricate story line if all we want to do is smash against each other and survive. And nothing is better than robots and awesome weapons to do so!!
- **Mission based** - There are not missions in XREC only one rule - smash against them and be the last one standing!!
- **Realistic** - XREC is all about robots and smashing cars against each other, there is nothing realistic about that. XREC is not about realistic driving or realistic crashes, it is about cartoony style driving and robots crashing against each other while using very unrealistic and awesome weapons and doing unrealistic jumps around the world, which is part of the fun of the game.

1.5 Game Genre

- XREC is a third person action combat driving game featuring destructive, high adrenaline combat and action. It is to be developed for the PC with support for XBOX 360 controllers for both single player and multiplayer modes.

1.6 Brand Analysis

- XREC is a brand new I.P. and its own brand.

1.7 Target Market

- Kids, teenagers, young adults, as well as nostalgic adults who experienced and loved Mario Kart

battle mode and felt it deserved to be more than a second thought feature.

1.8 Competitive Analysis

- Other video games under this genre that would be part of the competition against XREC would be the Mario kart franchise and the Crash Bandicoot franchise. As mentioned above, the battle mode in these games felt as if it was a second thought feature rather than a game on its own, which is what we are trying to go for.
- One of the challenges to make the game appealing to buyers is how to show the fun factor of XREC. This can be done by advertising on the "smashes", the "chases" and the pure adrenaline of battling against opponents to be the survivor, as well as focusing on the multiplayer aspect of the game.

1.9 Gameplay Direction

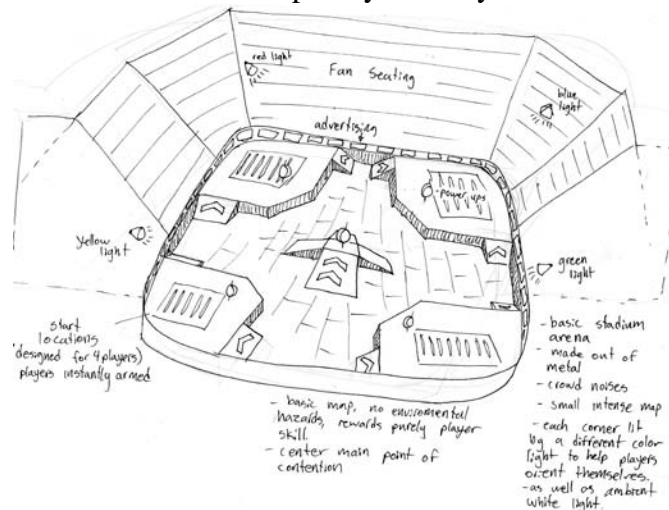
- The gameplay focus of XREC is based on being able to weaken your opponents to smash against them, as well as having the opportunity to enhance yourself to escape from imminent smashes using power ups and the world. XREC is mainly a fast paced strategy based game, allowing the players to think out their attacks in a world where opponents are rapidly trying to smash against them.
- XREC features no scripted content, the game rules explain it all. There is a small story that explains the origin of the worlds and characters but the game is simple enough such that it doesn't need any type of scripted content of story line to follow.
- For players the game consists of one simple rule: Have fun smashing against each other with competitive computer or human opponents, and live to be the last one standing.

2. PROPOSED FEATURES:

2.1 Feature Summary

- Arena Action

Map(s) are designed to create fast paced gameplay. Your opponents will always be near to you, and power ups will be strategically placed to bring players together. You should never feel completely safe anywhere!

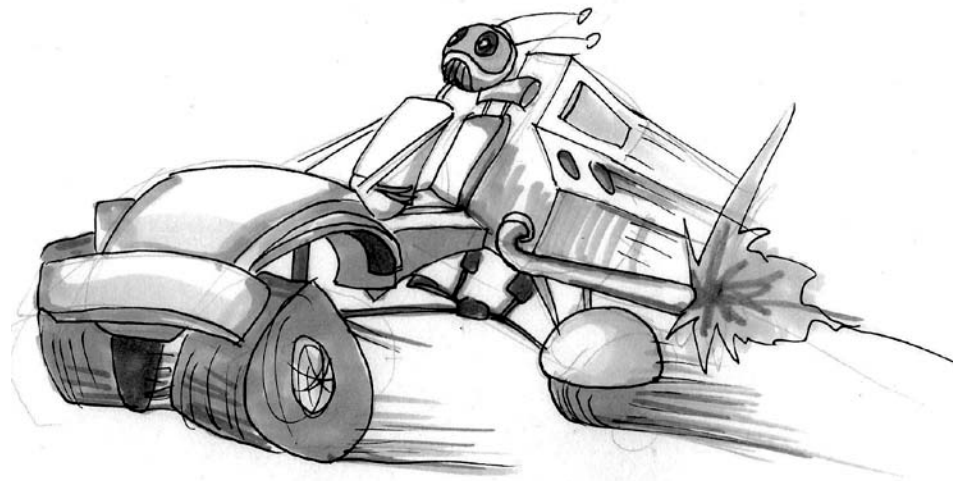


- World Features

Use higher ground, obstacles, and jumps to your advantage!

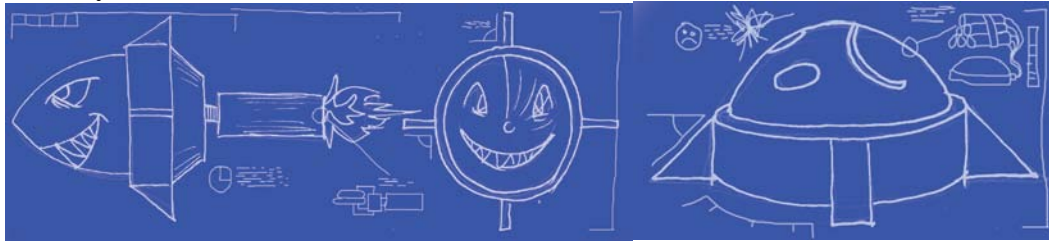
- Turbo Boost

Your vehicle is always a weapon, players should always be a threat regardless of their power ups. The fundamental gameplay mechanic will always be charging into other players. Be creative and find ways to use your speed boost defensively as well!



- Arm Yourself

Compete with other players to obtain power ups that give you an edge over your opponents. Skillful use of power ups will make your opponents easier to smash, or get you out of trouble.



- **Smash Your Friends**
Play alongside your friends to prove who the best is, and don't forget to let them know!
- **Play Without Your Friends**
Computer controlled opponents will also provide a fun, challenging game.

3. GAME DESIGN ELEMENTS AND TERMINOLOGY

3.1 Story:

- **EARTH – 2112** – Humanity, still thriving safely upon its planet, continued its exponential growth of beings upon the planet. Despite the population’s best efforts, the Earth has been mined beyond its sustainable capacity. Desperate to find a solution for the continued survival of humankind, the *Mission for Eden* was created. The mission’s goal was to find a new habitable planet as soon as possible. The mission was several years into its mission and still no suitably classed planet had been found. In a last ditch effort to locate a planet, they headed into the abyss of uncharted universe, hoping their search would be a success. The mission’s team was never heard from again. Humanity could do little but watch as their once lush planet dissolved around them. All hope seemed lost. But in the darkest hour came the self-awareness of Earth’s new robotic forces.
- Widely debated as being a negative to society, this self-awareness scared many humans, as they saw this leading to a doomsday like Hollywood had depicted so many times in the past. However, given the alternative of dying along with their planet, the leaders of humankind decided that any doomsday seemed rather inconsequential. The leaders, along with what humans were able to weather the worsening planetary conditions, quickly struck a deal with the robots. By granting the recognition of these self-aware robots as beings subject to the rights and laws of any human, the robots agreed to help save humankind. The robots banded together and started creation of a self-sustaining space station, so that the humans could live far away from the harsh conditions on Earth. Thus *Earth V2.0* was founded. What was left of humanity was saved and could now survive for years to come.
- Consequences of the rights granted to the robots started to appear shortly after humankind had relocated. Many robots were taking it upon themselves to simply self-deactivate. Erroneous logic routines were to blame, as they simply could not evaluate and come to a conclusion on what to do with all of the robot’s free time. Once *Earth V2.0* ‘s construction had finished, many robots had lost their purpose in life and could not cope. Not about to let their robot counterparts fail, so soon after saving humanity, the humans looked to give robots new meaning to their life. The humans took it upon themselves to teach the robots better methods of self-determinism and the rather bizarre idea of recreation. Modeled after stadium games of the human’s past, Extreme Robot Elimination Challenge was created to hopefully provide the robots some recreation.

- A very robot-safe environment, XREC soon became very popular amongst both the robot and human populations. Matches would often bring out hundreds of humans to watch and cheer the competitors on. Naturally, the robots were able to find a new sense of competition and many robots entered the challenge to test their mettle against their metallic peers. XREC along with many other recreational activities flourished, and robot self-deactivations took a drastic nosedive. It was apparent that XREC would allow the new human and robotic kind's society to flourish for years to come.

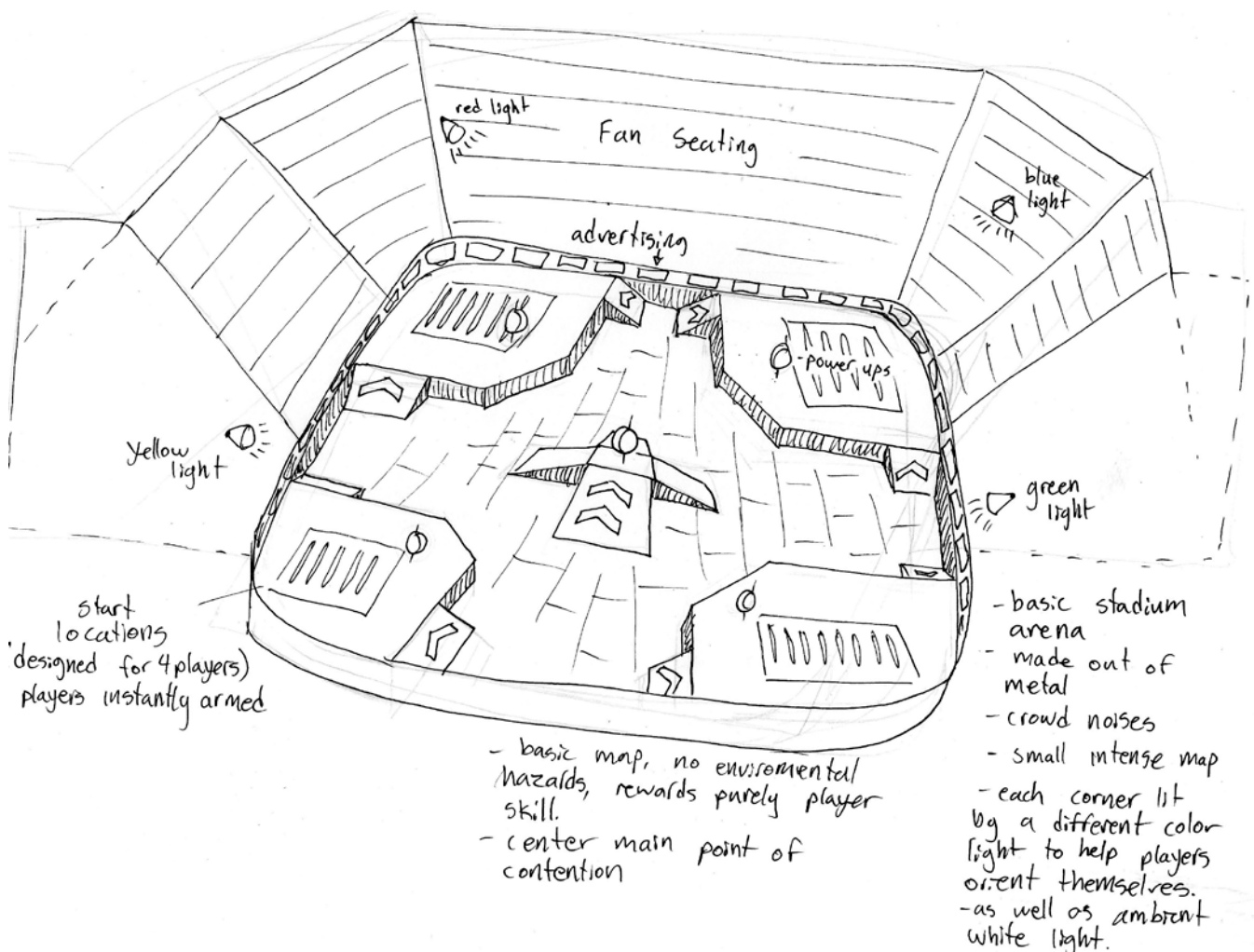
3.2 Rules

- XREC uses a battle royale rule set. The victor is determined to be the last one surviving in the match.
- All robots entered into the match have three life points attached to their vehicle.
- A hit on an opponent is made when contact is made with their cart from either side or from the back. Frontal collisions are not classified as a hit.
- A hit will remove one life point from the vehicle involved in the collision.
- A robot is officially eliminated from the match when all of their life points have been removed.
- Power ups provided in the game to help introduce strategy and give the user an advantage in the match. No power up will remove life points directly.

3.3 Game Information

3.3.1 Arenas:

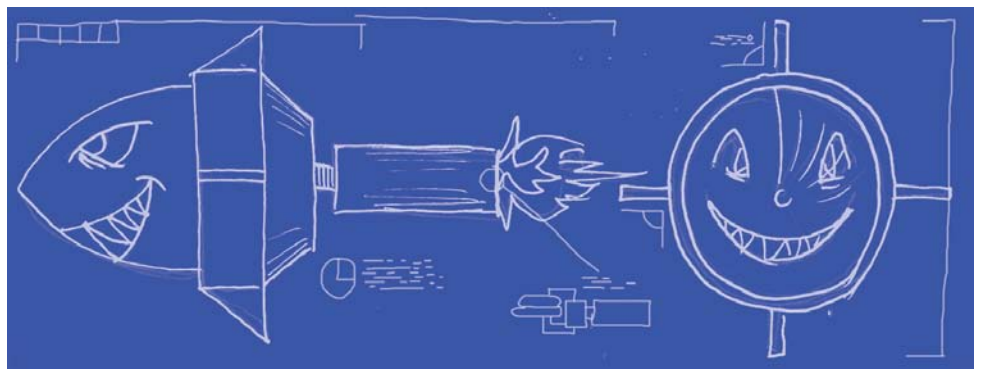
- Stadium:
 - The classical stadium arena. Modeled after the gladiator stadiums of old, yet updated to a more modern theme, the classical stadium arena is the most basic of fighting arenas. Featuring small jumps and rough terrain, there is almost nowhere to hide in this arena. Competition is very fast paced, and opponents will have to think on their feet to emerge as the victor.



- **Mars Battle:**
 - A different spin on the classical stadium arena. This arena is modeled after the human's Mars habitation. It gives a very human, yet alien, style to the arena battle. Featuring Mars terrain and natural craters, the landscape can play to some strategies while hindering others. Again, competition in this arena is very fast paced.
- **Circuitry Arena:**
 - To provide a bit more robotic approach to an arena, the battle is played out on a simulated circuit board. With running electricity running along paths, competitors must also avoid contact with the currents or lose control of their cars. This can make for a very dangerous and frustrating playing field, where anything can happen in the round.
- **Underwater Bubble:**
 - Allowing the robots battling to go somewhere they could never go, the underwater bubble arena was simulated. Taking place on the ocean floor, this arena allows for the viewing of various underwater sea life outside of the air bubble. Various crabs and other creatures have managed to work their way into the bubble, making additional obstacles that the robot drivers need to be aware of.

3.3.2 Power ups

- Power ups are available in all arenas. Power ups will be designated by floating boxes along the arena floor and will be differentiated by varying designs and colors.
- **The Missile (Homing):**
The missile will be the very most basic weapon provided to the competitors. The missile is a forward firing armament with crude tracking capabilities that will cause the victim to spin out of control if a collision occurs. The strategy involved with the missile is to use it when you are in line to ram right into the vehicle.



- **The Mine:**

The mine will be deployable and come in a pack of 5. These mines drop out behind the vehicle in a line and wait. If anybody then runs into these mines, the victim will spin out of control, much like the missile. The offensive strategy with the mine is to wait for somebody to run into them and then charge.



- **Missiles (Bouncing):**

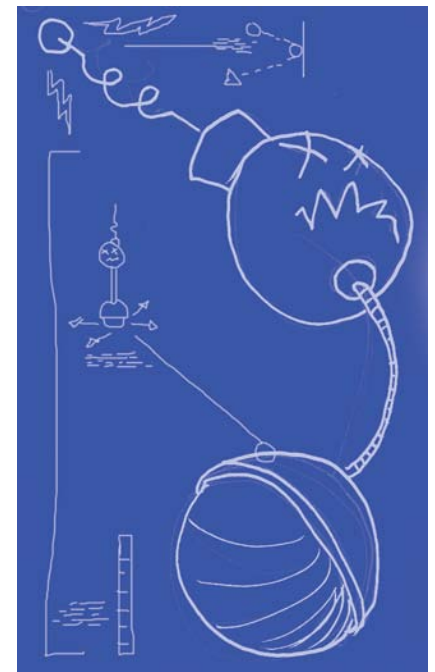
This missile is a very basic version of the homing missile. Instead of homing onto another player, the missile has a force field embedded in it that allows it to bounce off several walls before stopping. The missiles come in bunches to allow for multiple launches. The main strategy on the bouncing missiles is the same as the homing missile.

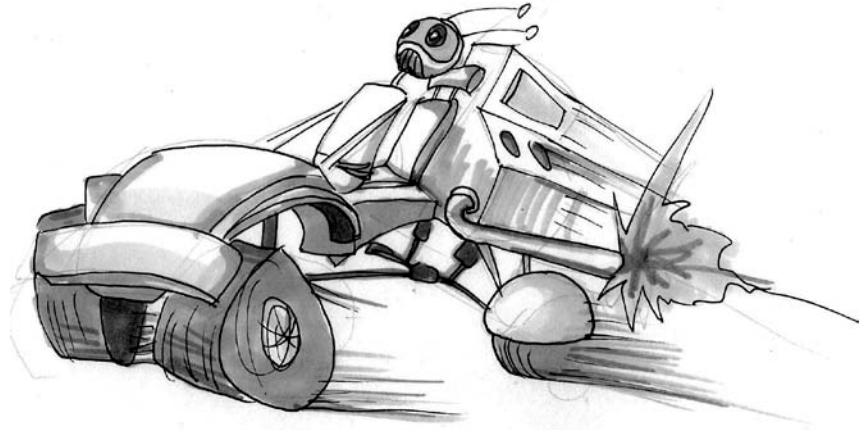
- **Teleportation:**

This power up allows for the driver to drop a homing pad deployable. Then on a second use of this power, the robot's vehicle will be automatically transported back to that pad. The power up is good for sneak attacks and quick getaways.

- **Turbo Boost Enhancement:**

This power up allows for the unlimited use of turbo boost for a short period of time. Useful for those quick getaways or for the quick dispatching of multiple enemies in a row.





- **Slow Time:**
This power up slows your perception of time comparative to the other players. It allows you to react faster than your opponents so that it is easier to run in them. Useful with a full speed boost gauge.
- **Deadly Bumper:**
This power up makes it so that for a short period of time, ramming into another player's front will cause damage. This allows for a full 360 degree damageable area on other cars, making you that much more deadly. Deployment of this power up is very useful right before ramming into another player head on.
- **Clone:**
Creates a multiple number of clones of your vehicle. The clones will attack your enemies but do not cause damage on collision, just a loss to their controls. Works well as both an offensive and defensive weapon.
- **Sabotage:**
Blurs all other players vision and flips around their controls. This power up simulates a tampering with your car to make it very hard to control if you don't adapt very quickly to continue driving properly.

3.3.3 Characters

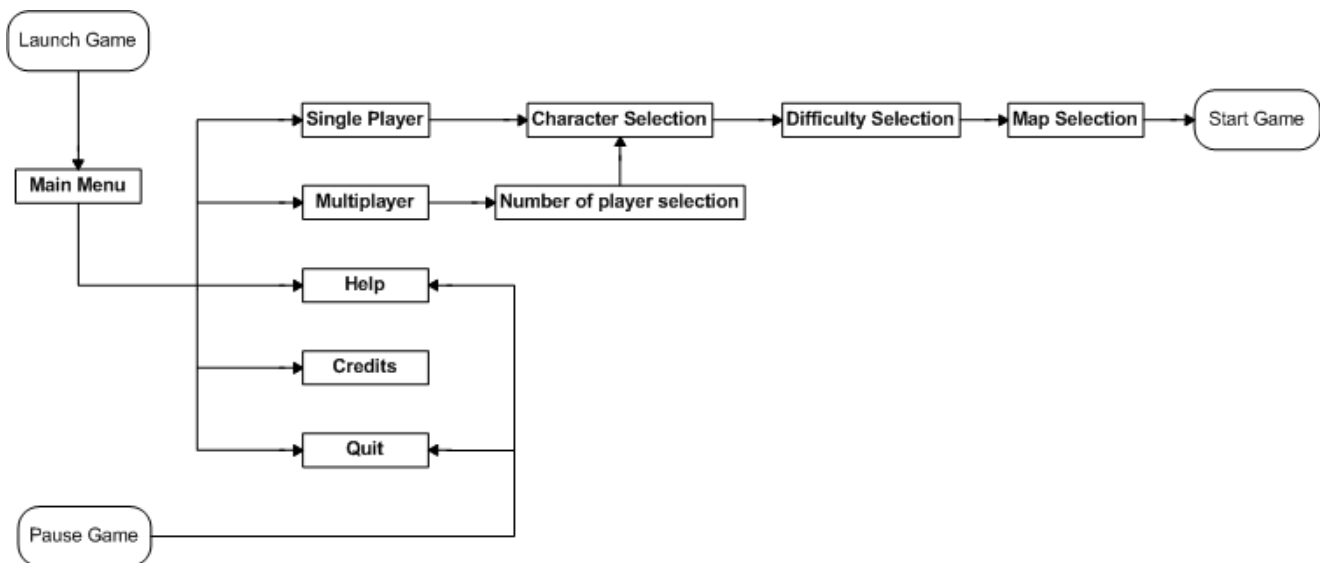
- XRECD-K
The basic robot driver. The designation stands for Xtreme Robot Elimination Challenge Driver - Kart Class. This robot features a very simple four-wheeled kart for their vehicle. Acceleration and handling will be very average, with both feeling adequate for crashing into other vehicles. Speed boost capacity will be of an average quantity as well.
- XRECD-H
This driver is designated as the Heavy class. This robot features a small four-wheeled tank like vehicle. Acceleration will be a bit lower, but handling will be very tight. Speed boost capacity will be higher than the Kart class driver, as he has more physical space to store the boost, but the Heavy class will not reach as high of speeds.
- XRECD-B
This driver is designated as the Bike class. This robot features a small two-wheeled bike like vehicle. Acceleration will be very quick, but handling will be very hard to control. The limited space on a bike also means that there will be very little boost available for the robot to use. The high speeds of the bike should overcome this disadvantage however.

3.3.4 Game Difficulty

- Varying AI Levels - The majority of XREC's difficulty will come from the different levels of AI control. Some robotic opponents will take it upon themselves to follow you everywhere you go. Others will make mandatory use of weapons. In all cases, strategy must be reevaluated and changed to emerge victorious.
- Varying Power Ups - For both the matches with and without AI, difficulty will come from the different kinds of power ups. Different power ups will have to be used in different manners to eliminate opponents. The difficulty will come from perceiving potentially dangerous weapons and having to change strategy to deal with them.
- Varying Gameplay with Multiplayer - With multiple people playing, the difficulty of playing will come from the skills of the opposition. For harder gameplay, play with people who are more skilled at the game. For easier gameplay, play with all the poor newbies who just sit there getting slaughtered

3.3.5 Front End

- The front end for XREC aims to be simplistic and uncluttered. This will automatically make it more intuitive and easy to understand. Each valid and some invalid input by players will invoke both an audio and visual response from the front end. This will make the interface even more intuitive.
- The front end allows access to all gameplay modes.
 - **Single Player:** Entry point in to the single player mode of XREC. Character selection, difficulty selection and map selection occur followed by entry in to the game.
 - **Multiplayer:** Entry point in to the multiplayer mode of XREC. Players are first prompted for the number of players. Character selection, difficulty selection and map selection occur next, identical to the single player mode. This is followed by entry in to the game.
 - **Help:** A short description of the game rules and display of the controller configuration. This screen will also be accessible in-game via the pause function.
 - **Credits:** A list of the credits for the game.



- Pause menu
 - The pause menu for XREC will display the help screen that is available on the main menu, with the added ability to exit the level and return to the main menu, or to exit the game entirely.

4. CONCEPT ART

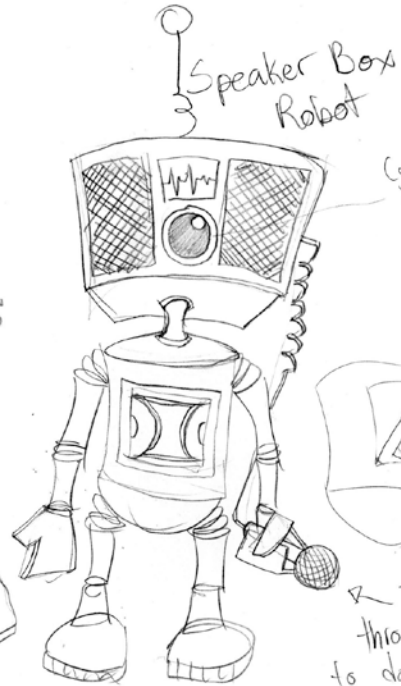
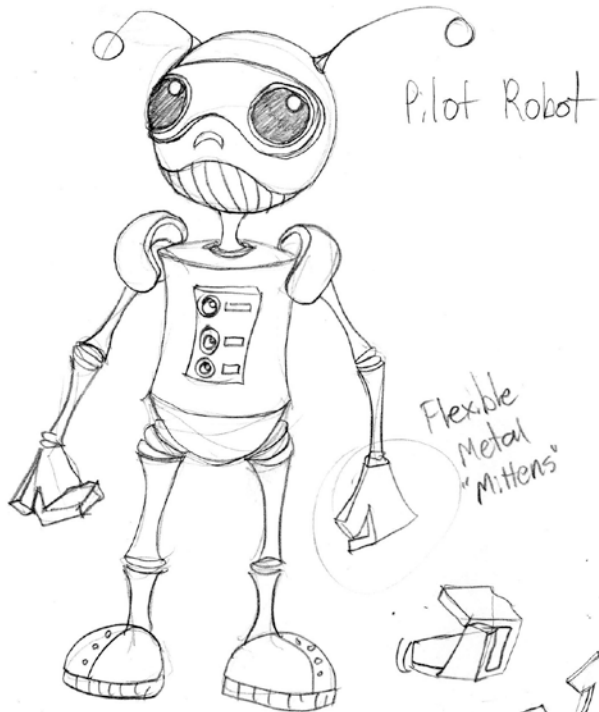
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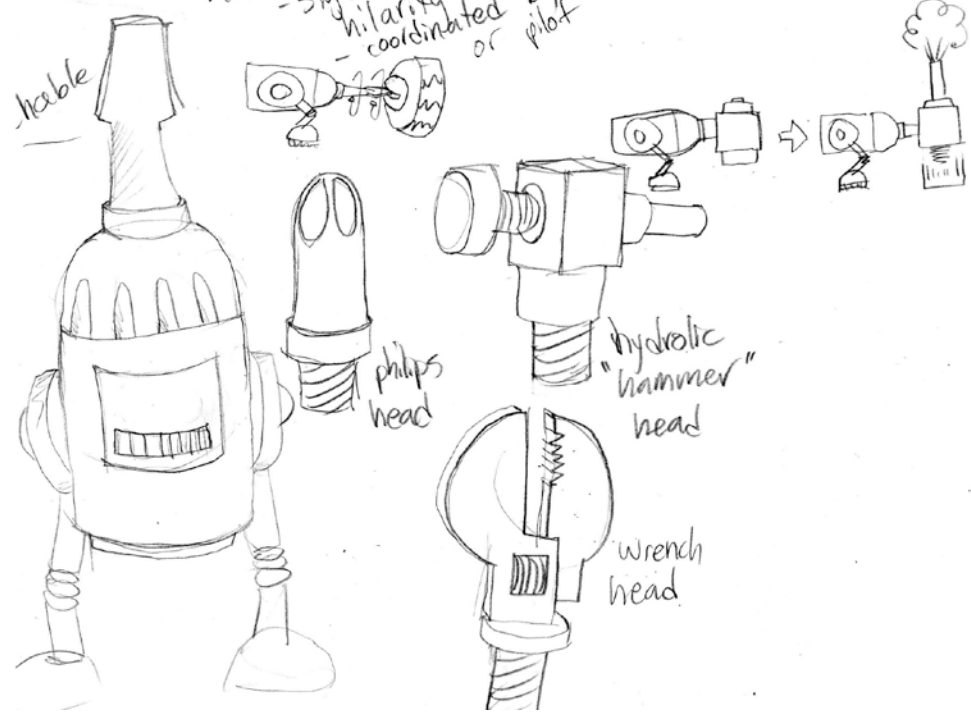
Flexible Metal "Mittens"

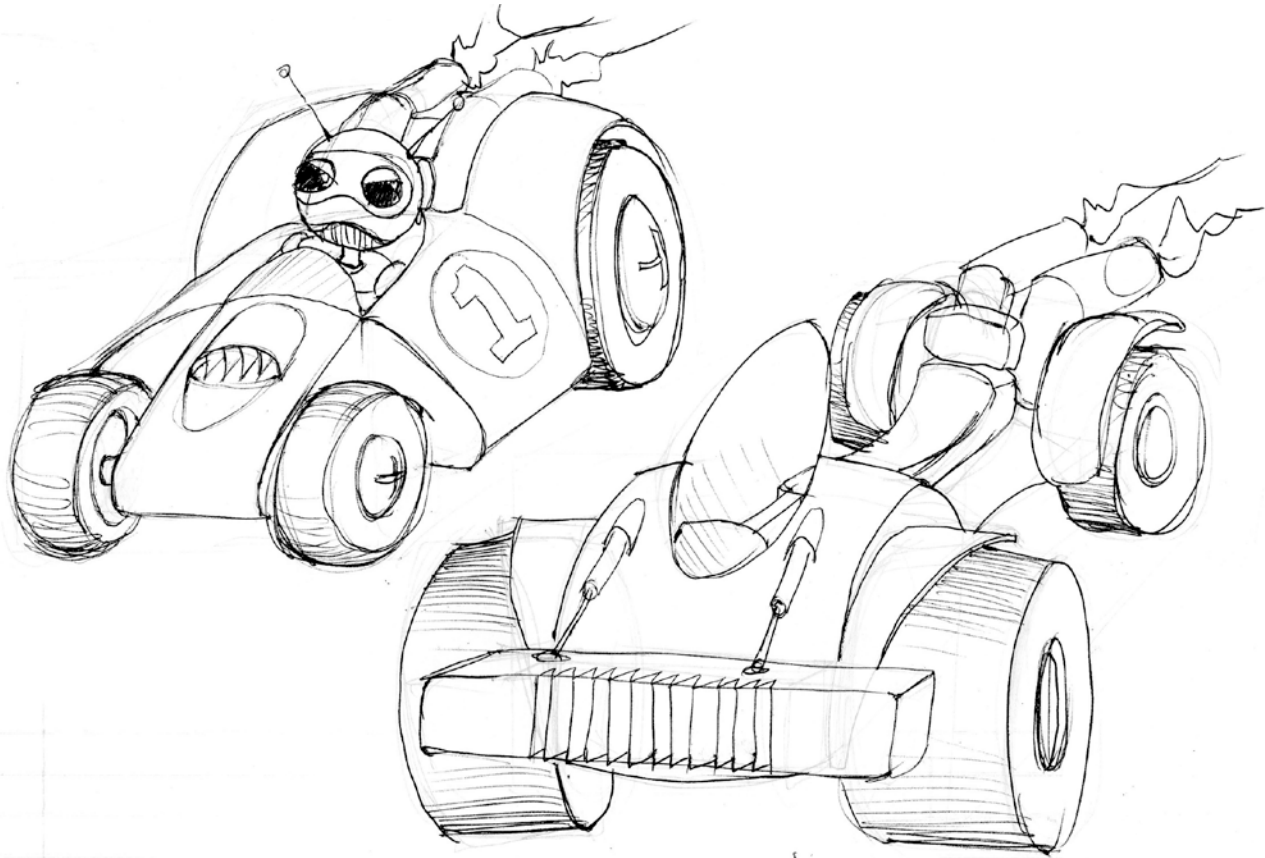
Cycloptic cuz you only need depth perception to drive

Cassettes Law! Play music or recordings during matches

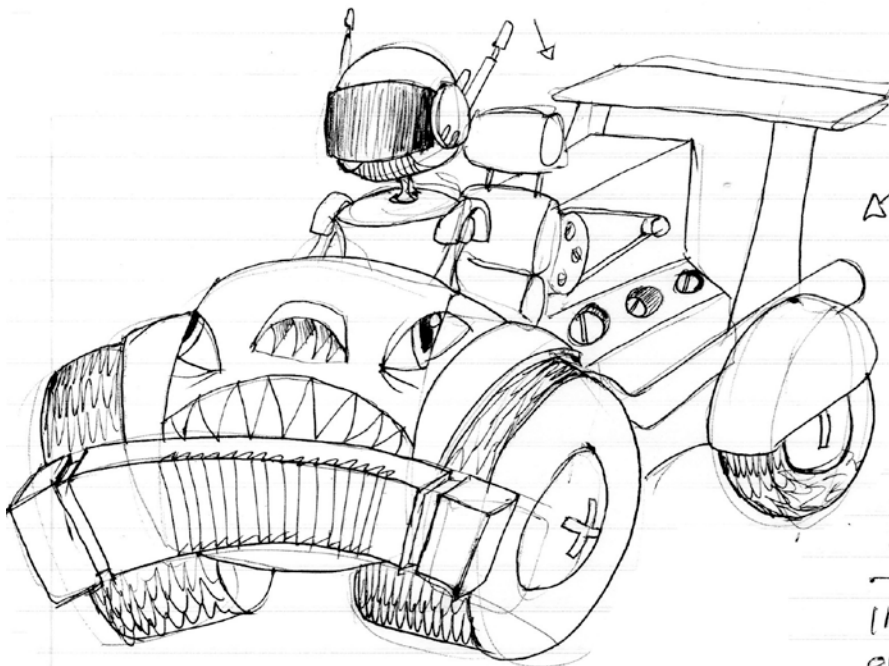
Talk through his head to do announcements for death matches

Repairing/Mechanic Robot - sightless to add hilarity - coordinated by mechanic or pilot





vulnerable engine block

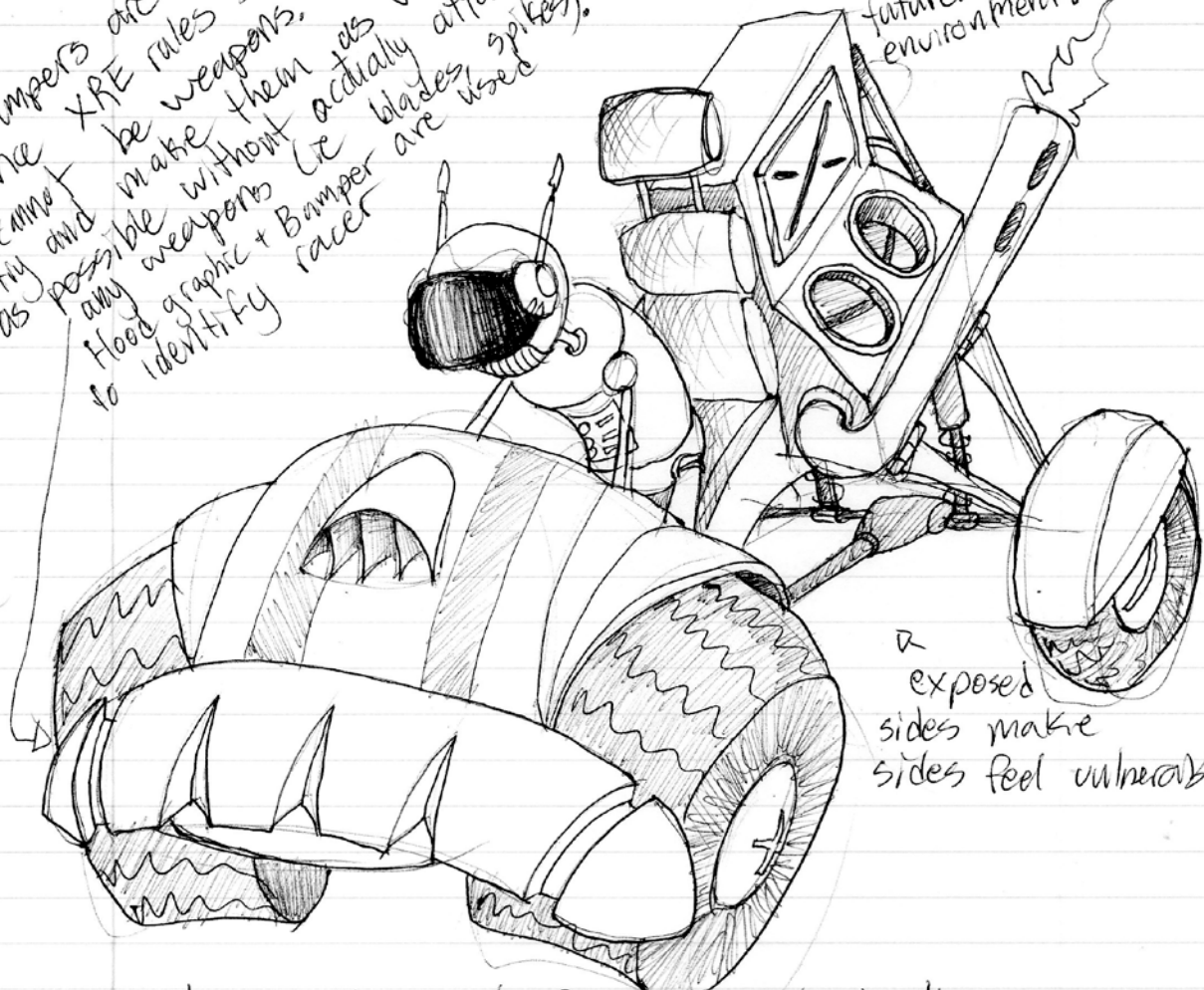


Back end is rigid = no good

- Front of player vehicle should feel damaging, sides/rear should feel vulnerable.
- Realism is not of importance, big front end does not affect simulation.

bumpers are controversial since XRE rules state they cannot be weapons. Drivers Heams as possible without attaching any weapons (e blades, spikes). Hood graphic + Bumper are used to identify racer

exposed engine/suspension adds vulnerability. looks like they are still using internal combustion in the future. poor environment!



exposed sides make sides feel vulnerable

- This looks and feels much better due to exaggerated rear suspension system
- driver should be slightly larger to make it more "cart-like"
- maybe add suspension to front end?
- this design would actually be front wheel drive, but we'll just not care. rear wheel drive will feel more fun

