

Game title: Slip

Copyright: Original name (Heat) changed because the name is already trademarked

Demographic: 18 to 35 males

Genre: Racing

Birth of the idea: We came to this game concept because a car modeled by our team member Stas inspired us.

Original high Concept: The game concept that we came up with was a racing game, which is a combination of games like Forza and Mario Kart. The original name was Crazy Speedway; it would have multiple caricature style cars driving on a track.

Each level will have a different map as well as environment. Each track will be either a certain amount of time or laps depending on the track and the player defined options. The player will have the opportunity to swerve throughout the track w/out hitting an opponent, and drive over different object to gain special abilities.

However, if you crash into your opponent both of you will lose time and points.

Some examples of the objects you will collect: collecting 3 wings by driving over them will allow your car to fly; driving over three burning tires will make your car go super fast and "burn rubber" leaving black marks on the track; drive over three guns and gain the ability to shoot your opponents, making them loose time and points. There player can also drive over various colored clocks and depending on the color of the clock, it will have a different effect on your car: a red clock will slow down your time and negatively affect your points; a green clock will increase the player's time and positively affect the player's points. The win scenario for each level is to get the fastest time and highest points, aided by collecting the objects on the track to increase the abilities of your car.

Changed game concept I: based on our limitations with programming and knowledge of the engine the game concept has become more realistic with the abilities the player has. Instead of collecting objects, shooting other cars, and having unnatural abilities such as flying, the player's objective is to race as fast as they can around the environmental obstacles. The new game concept is inspired by games like Forza and Test Drive.

Changed game concept II: The name was changed to Heat with the interface and color scheme to represent the name. The colors were going to be red, orange, and yellow, set in warm locations. However because the name "Heat" was trademarked the name was changed to Slip.



Game play: After powering up the game, there is a title screen; the title screen is cool neon colors, which include Electric blue, Purple and Green. There are three options to choose from on the title screen interface: arcade, multiplayer and options. When selected, each menu has its own menu. To play the game the player will select either arcade mode or multiplayer mode. After selecting arcade mode a car selection menu comes up where the player selects a car to play. Each car has an illustrated image of a character that goes with the car.

After selecting a car, the game play loads. In the arcade mode there are set missions and tasks for the player to complete, for example the player will have to finish the race within a limited amount of time. Then, when the game begins, the car the player selected along with NPC cars, are lined up on the starting line of the track. The tracks will have different maps and environments that the players will race on.

There will be a starting race sound to notify the start of the race, which coincides with flashing countdown numbers that are the same colors as the main title screen. When the race starts the player has to race as fast they can to finish the race before the other cars. Throughout the tracks there will be different obstacles such as slopes, ramps, curves, objects like cones, water, environmental hazards like oil spills, natural terrain and narrow paths. The player has to control the car accordingly based on the obstacle. For example, when the track is going down a hill with sharp curves, the player has to slow the car down to stay on the track.

The game will be in first, third and top down perspective. The first person perspective will be from inside of the car as if the player is driving the car. Third person perspective will be from behind the car to have a better idea of the cars surroundings. Top down perspective is a view of the full map to see where the player's car is in relation to the other cars.

Each track will be a different level. There are two levels in the game. One style of track is a sprint track, which goes from point A to point B. The location of the track is located in a fictional city. The second track is an off road rally track that is located in a desert.

In multiplayer mode the players will be able to select from any track just like in arcade mode and select from any car like in arcade mode, also there will be missions to complete like get the higher score then the other player, or a silly option

to get the slowest time or to run the other players off the road. Unlike arcade mode, in multiplayer mode the only cars lined up on the starting line will be the players with no accompanying NPCs. Each level will take about 3 minutes to complete if the players are going at the fastest speed. At the end of the level, the statistics screen loads to show which car won the race and at what speed, the speed of the player(s), and the difficulty dealing with each obstacle. Then there will be options to either replay the track or continue on to the next level.

The Original Look: Each level will be set in different fictional cities or racetrack environment. All of the levels have a common theme of being in warm locations. The cities that inspire the game are Los Angeles, New Orleans, Miami, Maui, Phoenix, Timbuktu, and Madras.

Characters: each character has a corresponding car. In the selection menu the player selects a character (primary) that has a corresponding car (secondary). The characters are:

Kassi , car 1, a green speedster;



Frank, car 2, a blue muscle car;



Charles, car 3, a yellow low rider;



LaDon, car 4, a purple exotic;

Stas, car 5, red sports car;



and James, car 6, an orange econ, which will be a locked car.



The characters are based off of the all of the team members.

Original Interface:

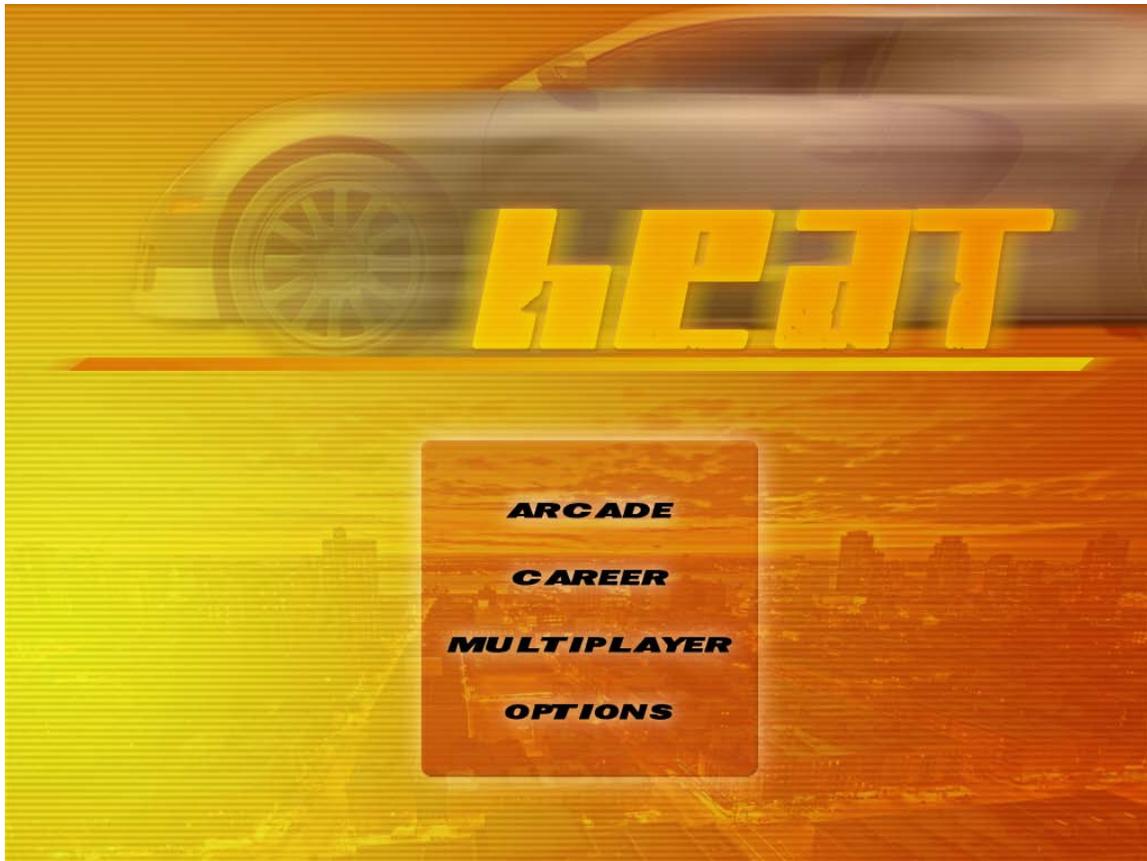


Current Interface and Selection menus:

Start menu:



Main menu screen:



Character and Car selection screen:

Kassi:



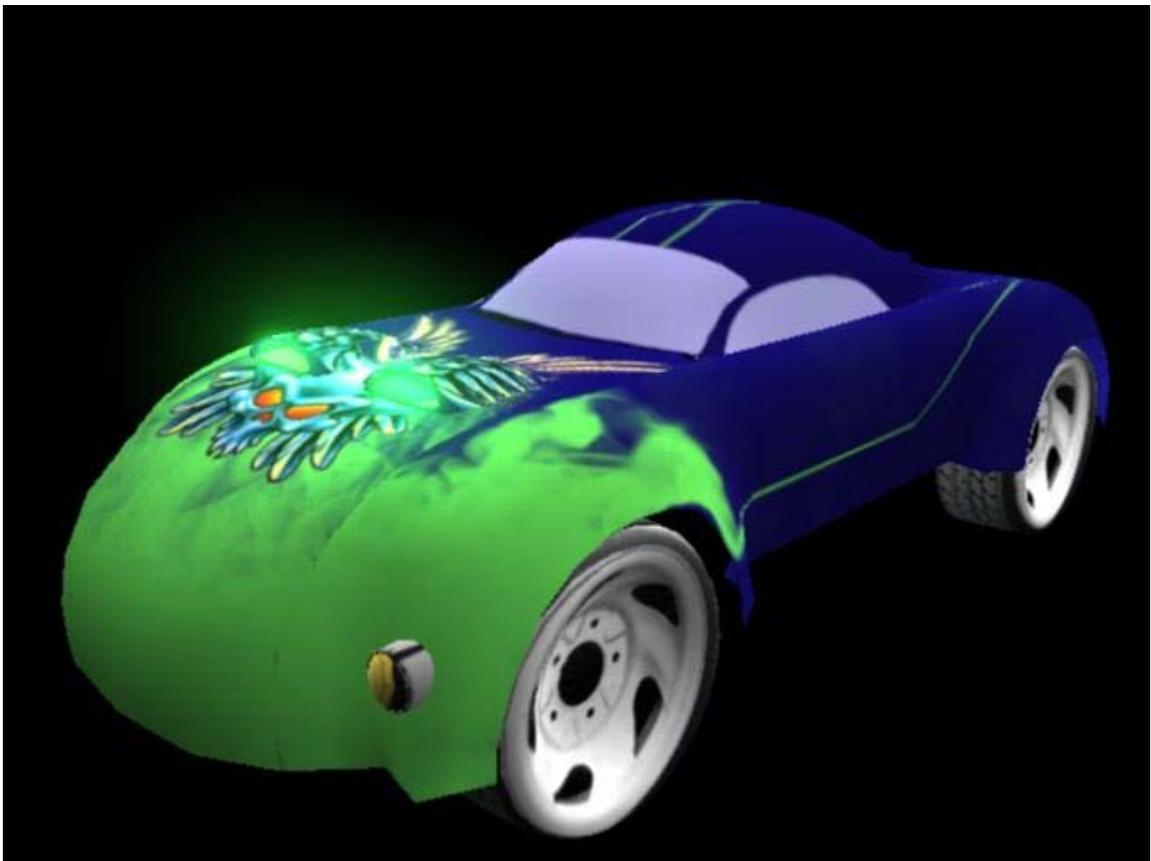
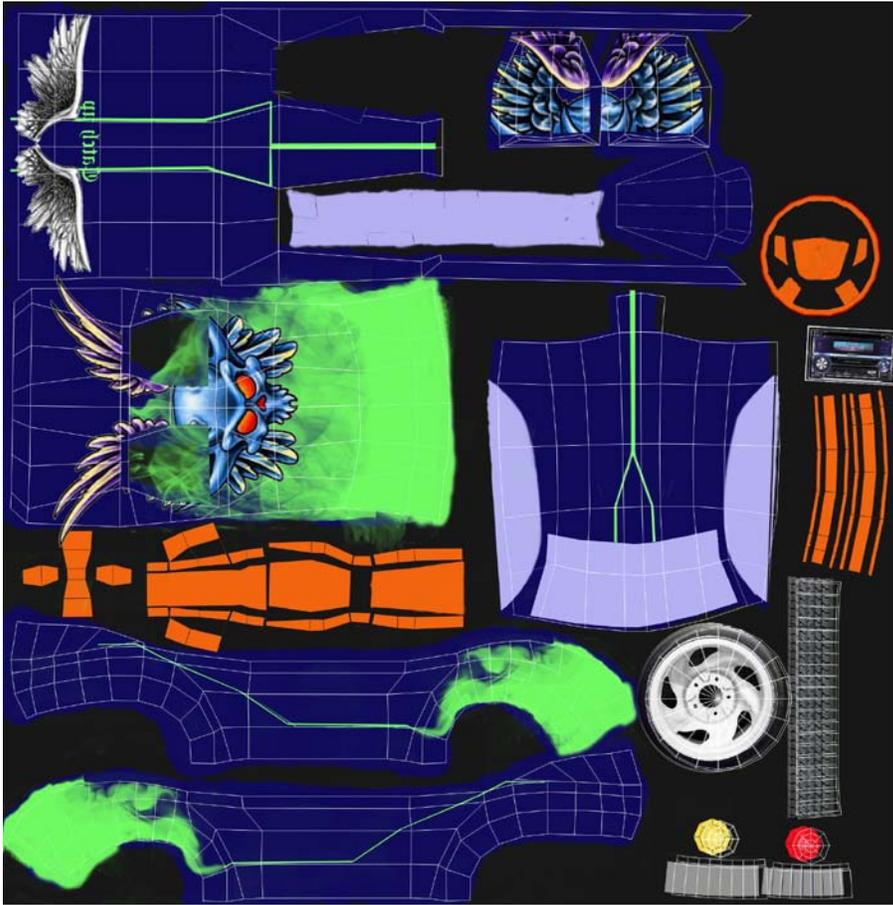
Frank:

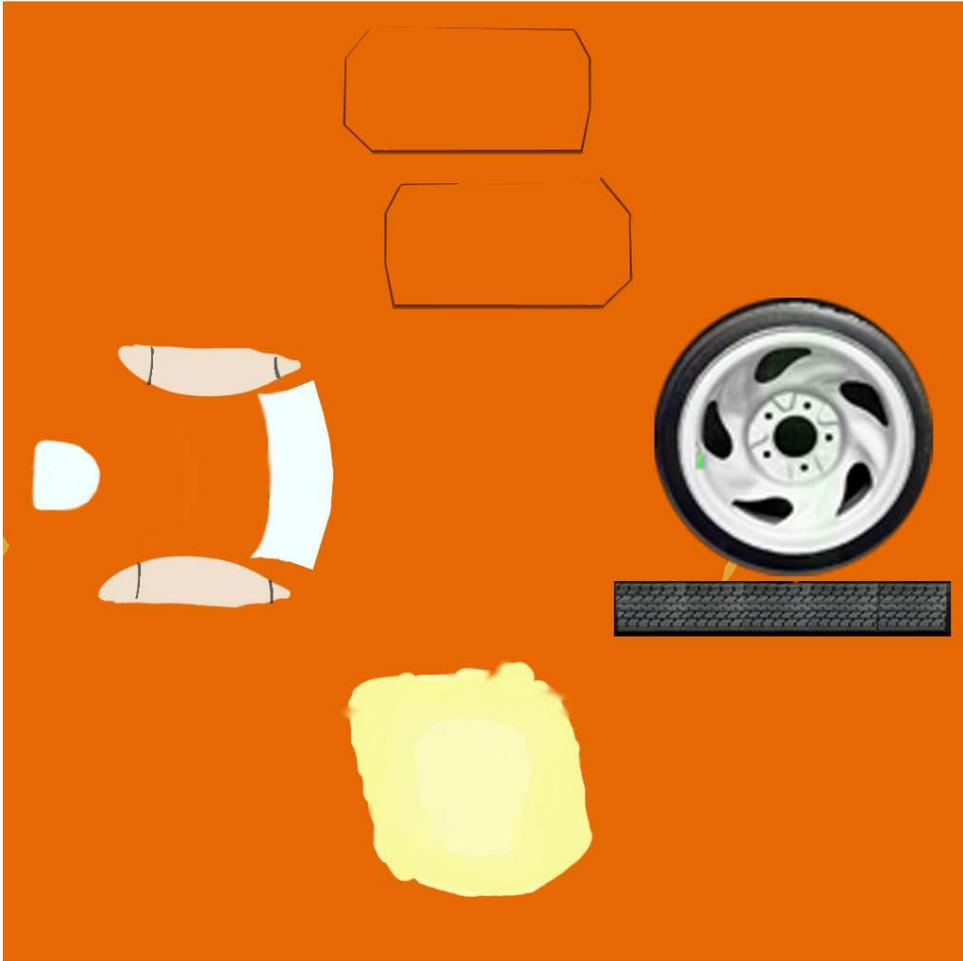


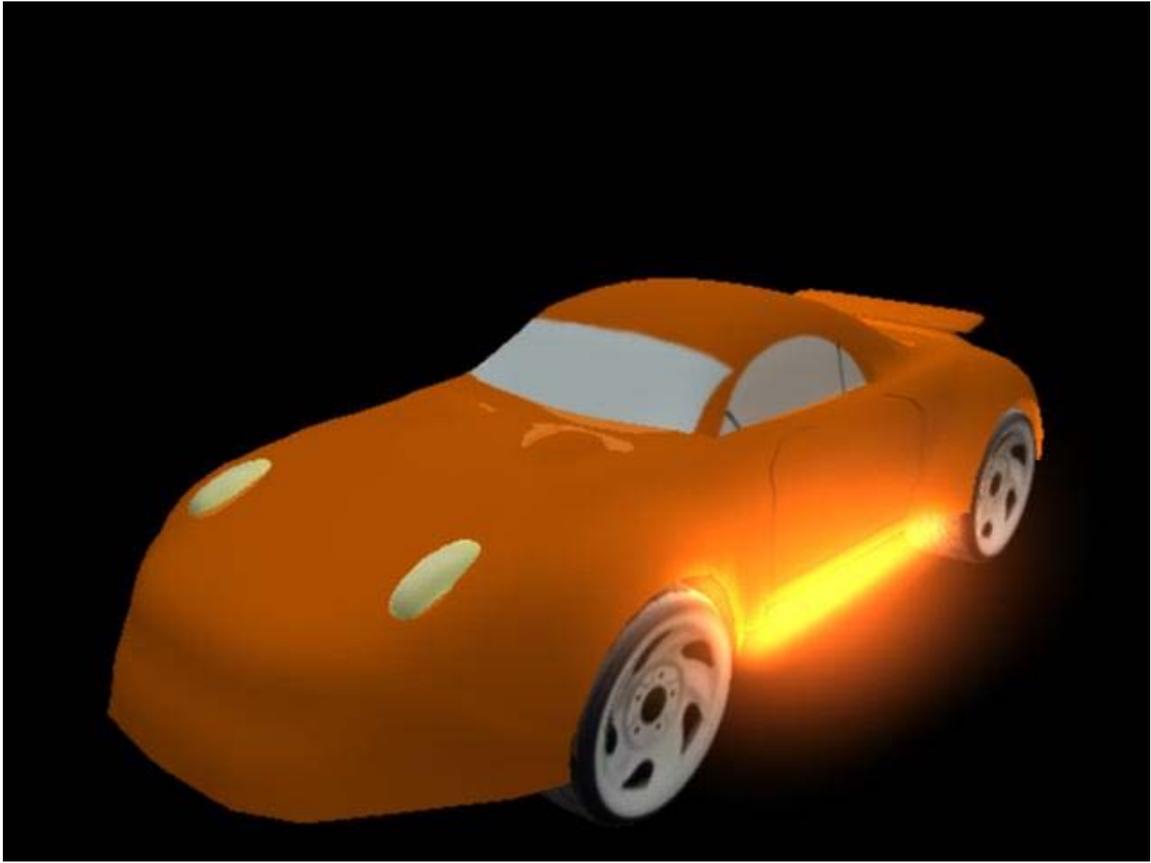
Locked:

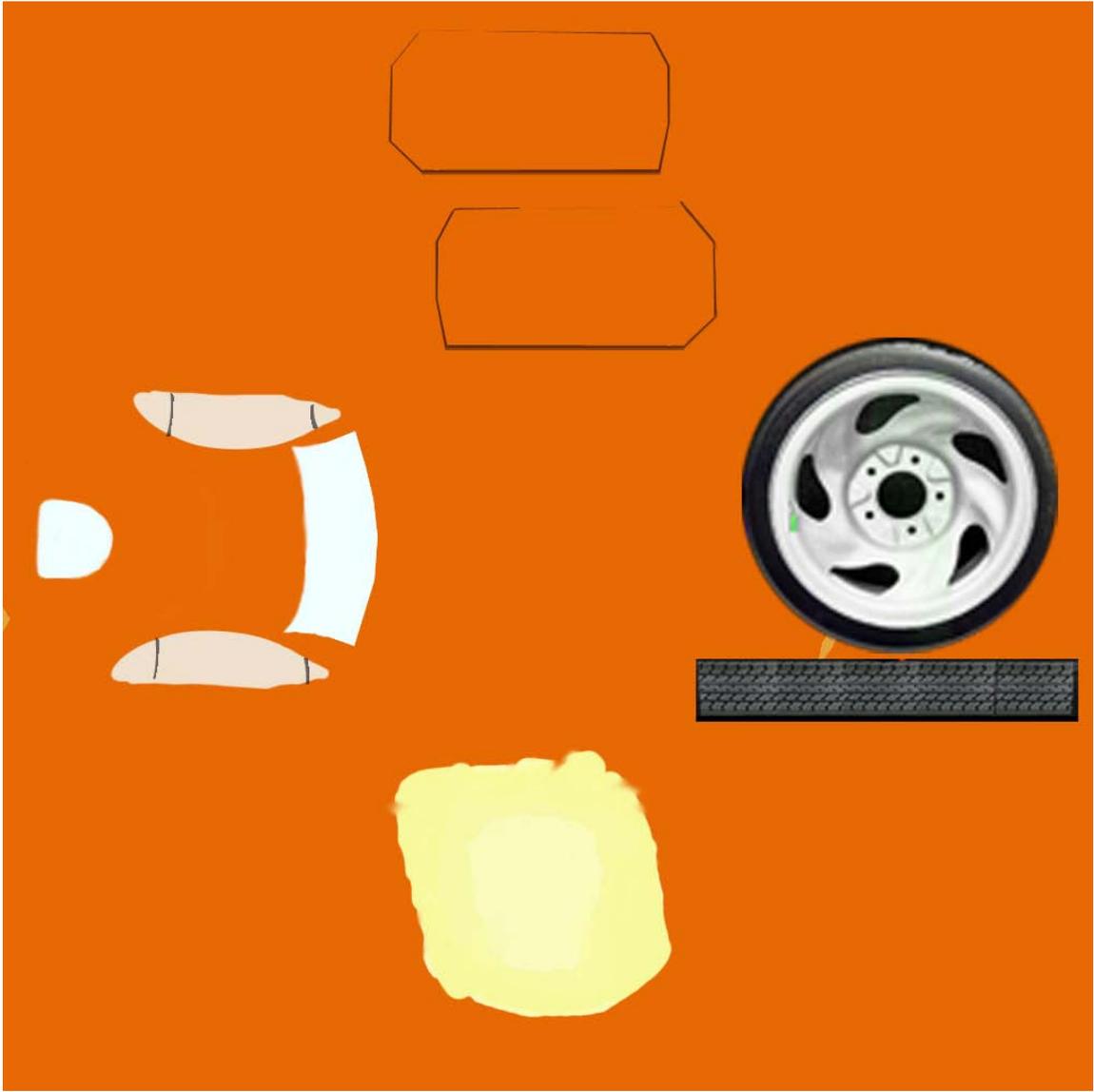


Cars: all of the cars have glowing neon lights. Refer to <http://www.all-neon-car-lights.com/>

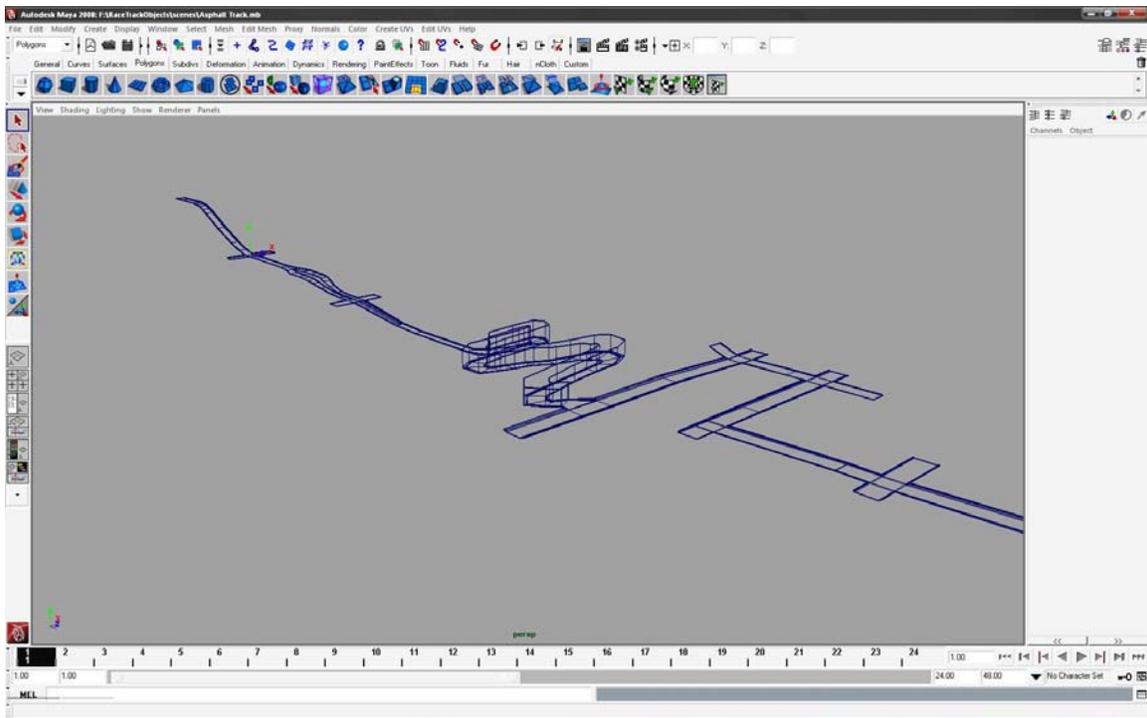
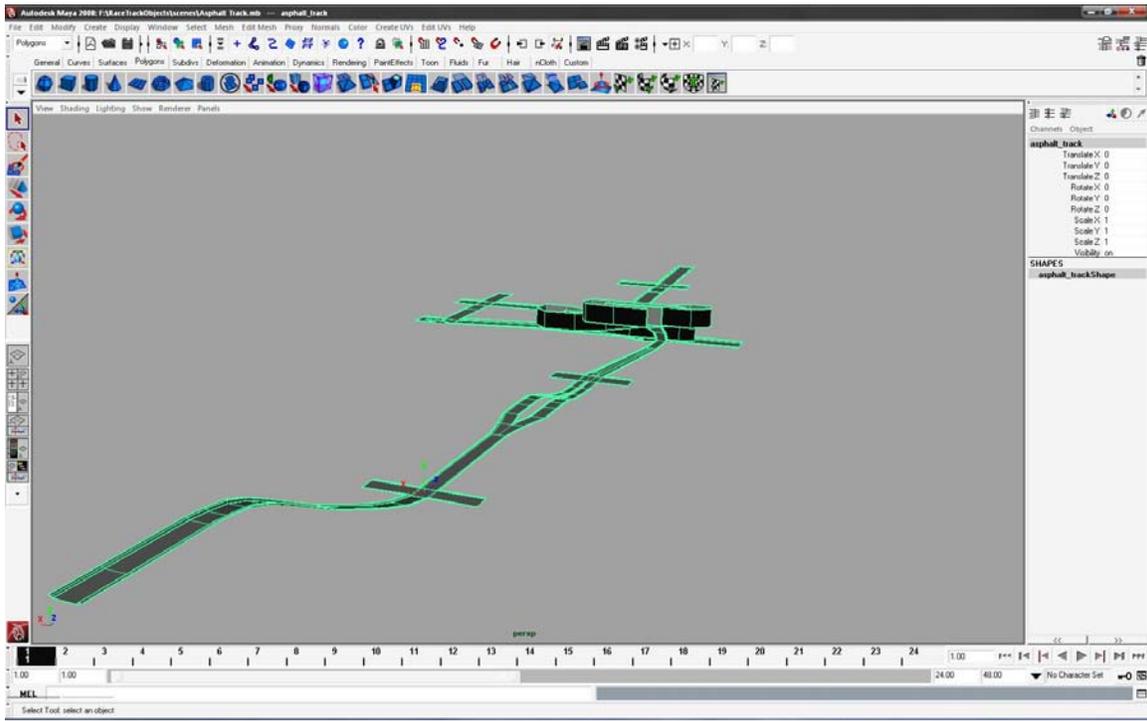








Environments:



Project scope: The goal is to have at least two levels, which consist of two different track styles and locations to be completed at the end of 10 weeks. In the career and arcade mode the player will be able to select a car from 4 to 6 cars, which would mean 3 to 5 NPCs to race against and in the multiplayer mode each player will have 4 to 6 cars to choose from however there cannot be duplicates of the car on the track; if one player selects a car the other player cannot select that car. During the multiplayer mode there are no NPCs. The players in a circular track will race around the track three times, in a long distance track the objective is to race from point A to B.

Influences:

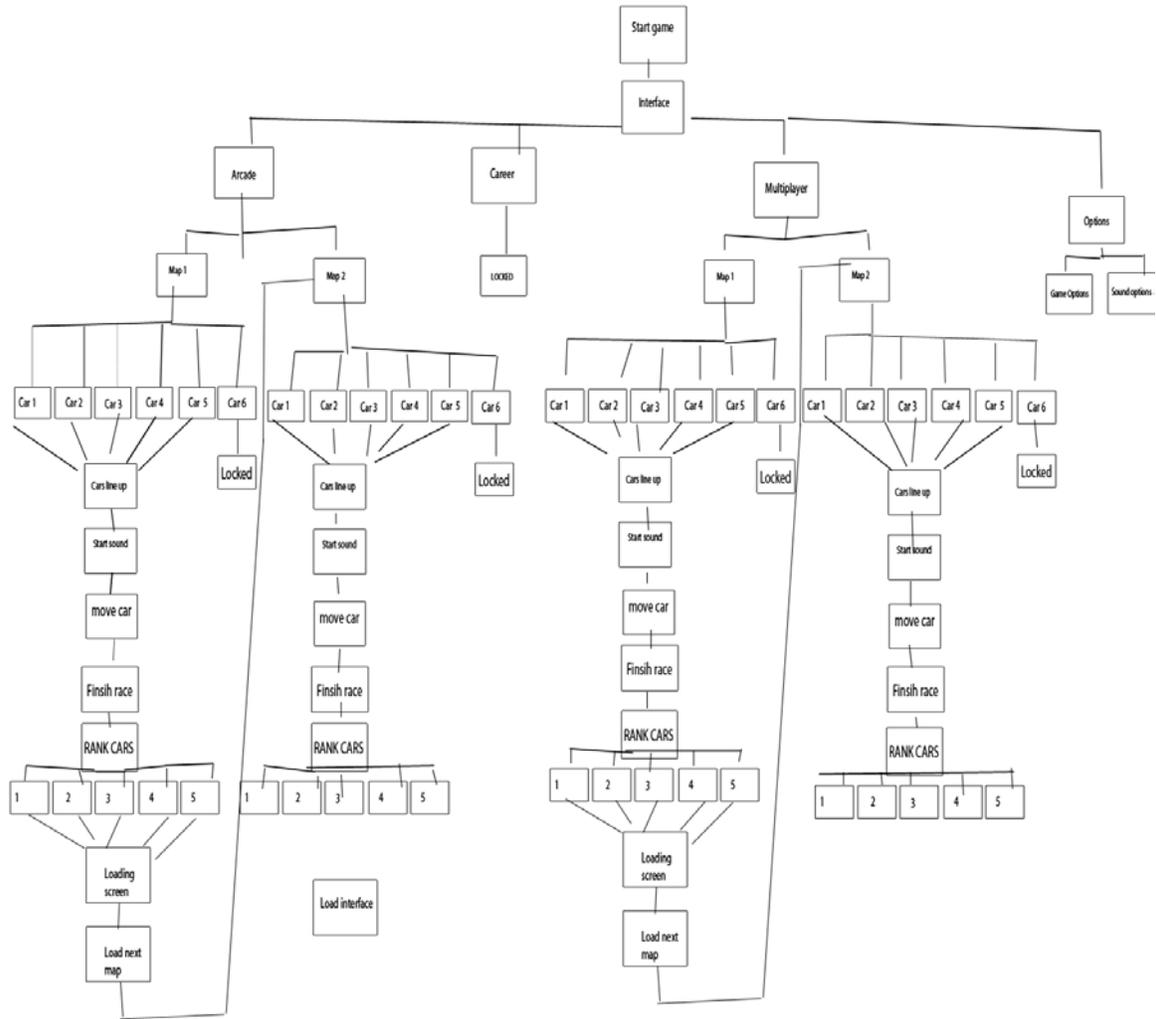
Racing games: rush series, AeroGauge, F-Zero Series, fatal Inertia, Cruis'n series,

Midnight Club series, Ridge Racer

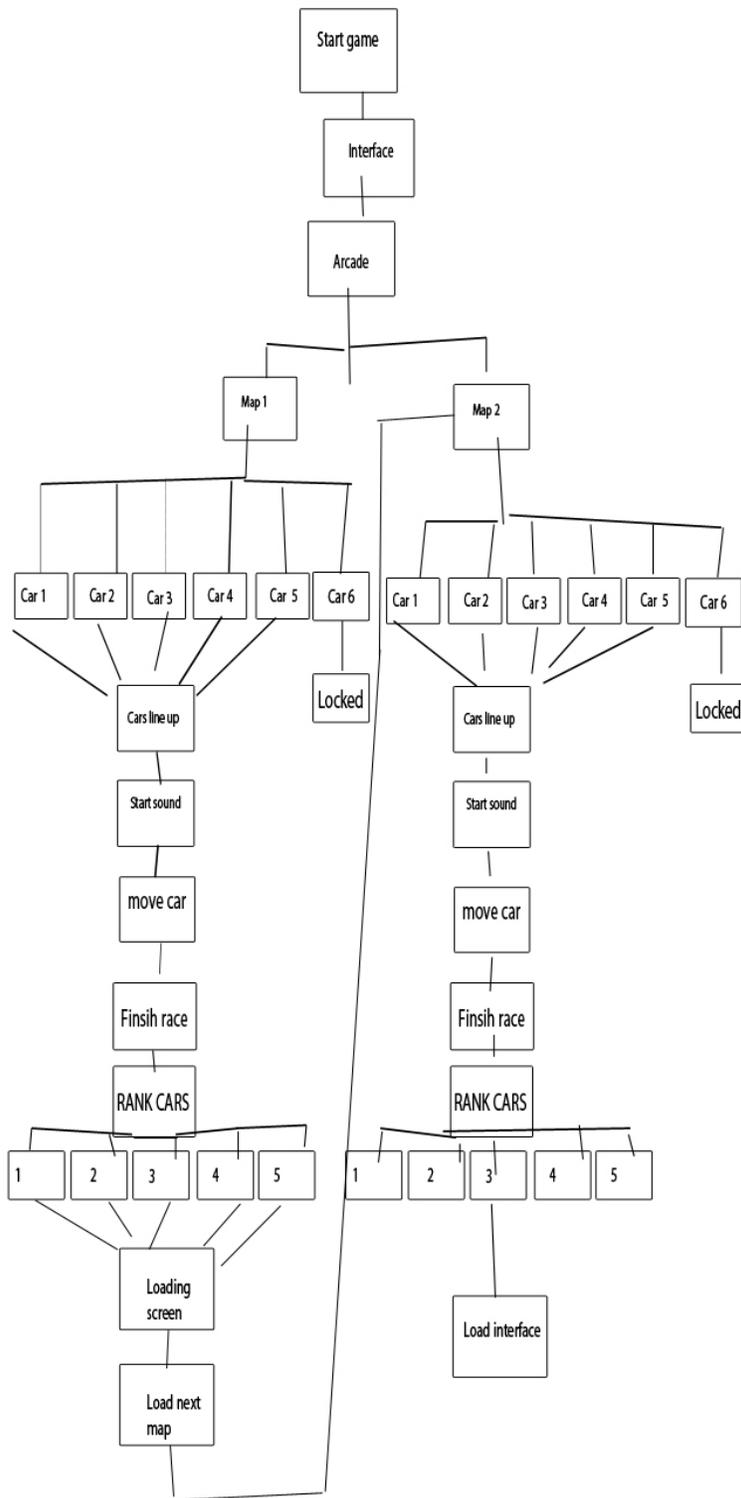
Cyber Fashion: Takuya Angel, Cyberdog

Other: Urban Street drag races

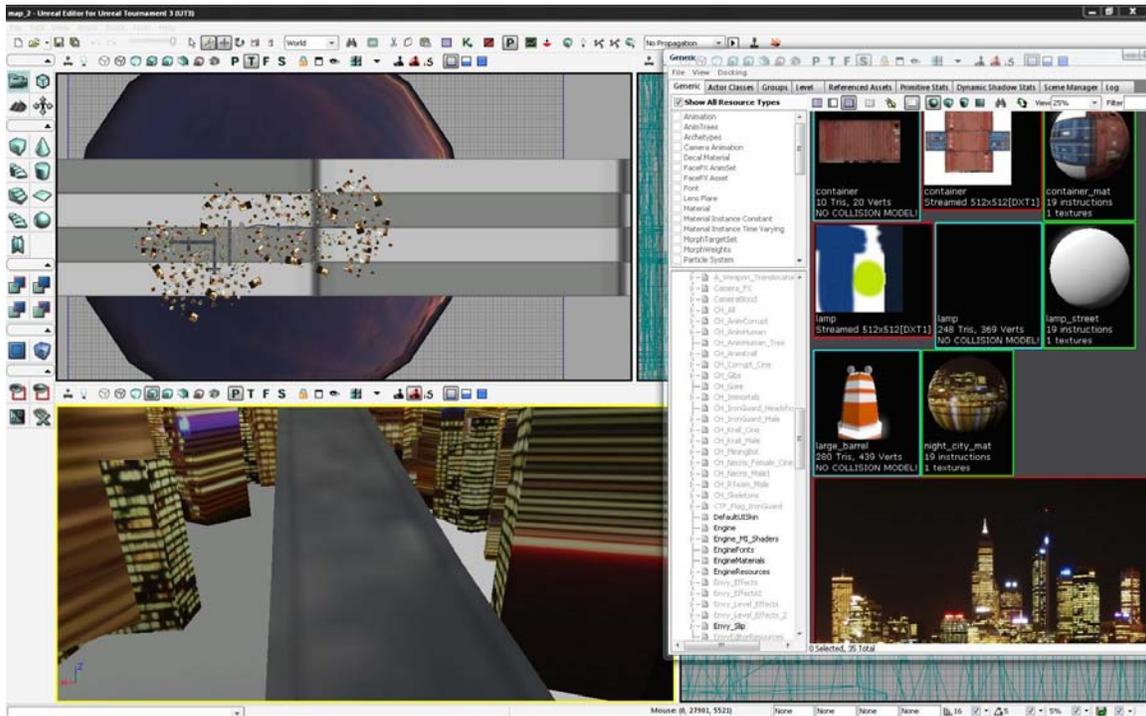
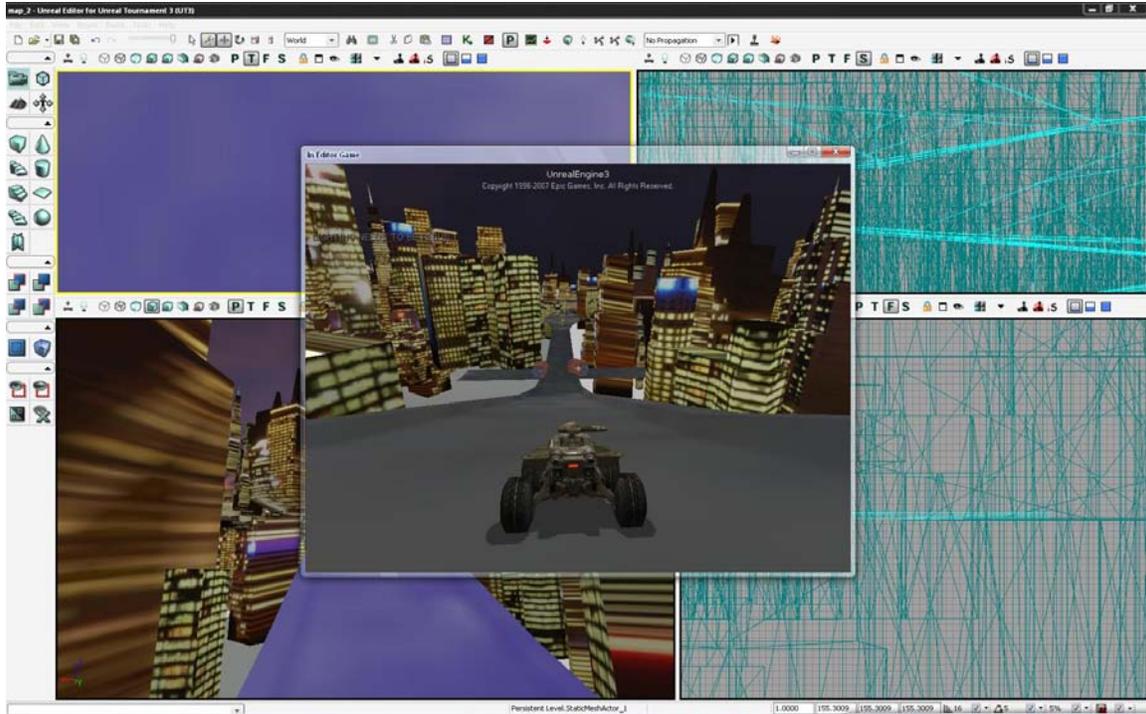
Flowchart I for Slip:



Flowchart II for slip:



Game Engine: Unreal



Team:

Darryl Hughes: Executives Producer

Darryl Hughes is not only our instructor for our Game Project III class, he is also the executive producer for the game. His job includes making sure we are on task and getting the game done on time. He assists in making this game a reality. He hired the people necessary to be able to finish the game.

Cassandra Inglesby: Game Designer and 3D Artist

Cassandra Inglesby's main responsibility was to write the game document. She has done research for the game, finding cultural influences for the aesthetic of the game, types of cars, trade mark information, demographic and other racing games. She also helps with modeling 3D objects such as street lamps and modifying the cars. She also composed the audio for the game.

Stas Poritskiy: Lead 3D Artist and Texture Artist

Stas Poritskiy main responsibility was to model all of the cars for the game. He was also our TD for any questions about using Maya and assisted with texturing some of the object. Stas has been modeling with Maya for 5 years. He also imported all of the objects into the Unreal Engine.

LaDon Johnson: Game Concept Designer, 3D Artist and Interface Designer

LaDon came up with the final look of the game, which includes the color scheme and interface. He was also responsible for the name of the game. LaDon helped model some of the objects.

James Gainous: 3D Artist and Lead Texture Artist

James is responsible for texturing all of the cars and most of the game assets. He also modeled some of the game assets as well. He also, once in a while, bought Wendy's sandwiches or fries for the team.

Frank Serritos: 3D Artist and Environment Designer

Frank is responsible for the 3d models and concept designs of the tracks and environments. He used Maya to poly model the tracks, wrap the UVWs and texture them.

Charles Colford: assistant 3D Artist and assistant Texture Artist

Charles Colford assisted the 3D Artist and texture artist by modeling small assets such as rocks and texturing them.

Dennis Glowacki: Lead Programmer

Denis taught the team how to use the Unreal Engine editor. He explained the interface of the Unreal Engine Editor as well as how to import objects into the engine.