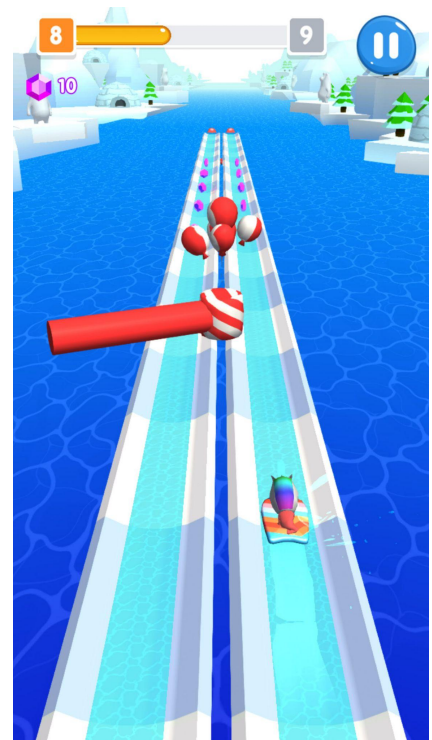


# *Game Design Document - Hyper Casual Game*

## *Shoot n Race*

References - Aqua park and Hot wheels game



## 1. Game Overview

- **Genre** - Race
- **Game Concept/Description** - This game takes the level design and mechanics of aqua park and the race system from hotwheels. In addition to the race, the player has a gun from which he/she can shoot down the opponent's cars. Player has to manage to stay on the track till the end without being shot down, Player will have a health bar to show how much life he has left. If the life bar ends. Player will lose the race
- **Objective** - level based race. **Endless mode also can be a part of the game**
- **Play Flow** - Player starts the race and has to finish it in the first three spots to get a coin reward. Player has to shoot down the AI cars and knock them out of the track. Other AI can shoot down the player also.

## 2. Game mechanics -

Very simple mechanics like aquapark.io

**Controls** - Car auto accelerates on the track, tap to fire the gun, Gun auto targets the player in front.

## 3. Features

### 3.1 Power Ups

**Fire Rate** - Can upgrade with coins or as a pickup(time limit)

**Fire Power** - Can upgrade with coins.

### 3.2 Pickups

**Multiple bullets** - In this pick up the bullets multiplies into 3

**2X Power** - Power doubles when its picked up

**Double gun** - Additional gun

**Life** - replenishes the player's health

### 3.3 Win and Loose Case Scenarios

**Win** - Finish the level with the place in the podium (1,2,3)

**Lose** - If you come 4th or below, Or if you get knocked out of the track.

**4. Target audience** - 10 - 60 years

**5. Core game loop** - start game - Start the race - shoot down the enemies - Finish the race

### 6. Look and feel

- **Screen orientation** - Vertical
- **Camera angle / Setup** -TPS
- **Art Style** - Toon/Block style
- **Illustrations** - Car, car skins, track skins

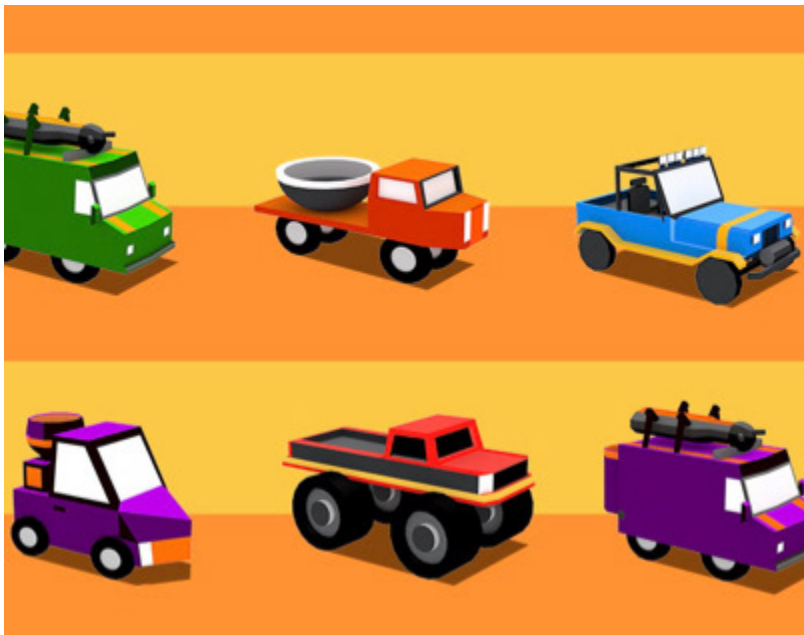


## 7. Economy

- **In-app purchases** - Cosmetic upgrades, remove ads
- **Currency** - coins
- **Monetization Strategies** - Cosmetic upgrades, ads, in app purchases

## 8. Level design

- **Obstacles** - Other AI cars. Falling off the track
- **Car** - Guns, type, speed, acceleration
- **Environment** - track, skybox, hurdles



## 9. UI/UX

- **Design** - Minimalistic/simple (Reference given)
- **Illustration** - buttons, text, game logo



## 10. Sound

- **BG Music** - subtle music
- **Sound** - Gun sound, car sound

