

## 1. Title Page

### 1.1. Game Name – Cult Status

## 2. Game Overview

### 2.1. Game Concept -

A retro inspired 3D car combat game in which the player takes control of 1 of the many badass characters in an arena style deathmatch to the finish. Equipped with a set of machine guns and a special weapon, players must frantically pick up weapons in the arena to use against their opponents.

### 2.2. Genre-

Car Combat

### 2.3. Target Audience

Anyone with taste and culture.

woo

### 2.4. Game Flow Summary –

Like the classic car combat games of it's day, the player would start off at the single player, multiplayer, or options screen.

The single player would have the contest mode, challenge mode, or survival mode. The player having selected single player would be greeted with a character select screen. Having chosen your character the player would be brought to a loading screen of the map. When the player enters the map, they'll be in a third person view, with their loadout and health on the bottom left, and radar on the top right.

### 2.5. Look and Feel –

Going for a low poly look, around sub 2k quads per vehicle. Not only is it low poly, but the textures will also be on par with games of the late 90s. Nothing is to be lazily left without textures. Low tech lighting and particle effects should be included. The game should feel like it was made in 1998, but as if you were playing on a really powerful machine. There should be a lot going on visually, and levels could be very expansive. It's vibrant and saturated, like a scene out of Terminator or Lethal Weapon. The player should be wreaking havoc in a living and breathing world. The combat should be fast and frantic, vehicles should have an arcade Twisted Metal feel that allow them to handle more like a person, and less like a car. Vehicles should feel like they have weight however. EVERYTHING IS IN SCALE AND EQUAL VISUAL QUALITY.

**We should NEVER need a vehicle reset button**

The most important thing we can do to establish a visual theme is to play some titles of the era we wish to replicate and really highlight what it is we want. That goes for map design, layouts, car design, texture format, all that good stuff. This will take some time and will likely require

some deep analysis of our favorite titles. Titles like Twisted Metal, Midtown Madness, Carmageddon, Vigilante 8, Gran Turismo, Need For Speed, etc

Map wise, I think it's safe to say that we like the idea of fairly large levels. Something like Carmageddon or Midtown Madness should hold the level of quality we wish to achieve, Twisted Metal Black also has some really nice levels.

### 3. Gameplay and Mechanics

#### 3.1. Gameplay

The player must destroy a variable number of enemies in an arena to win. The player starts with their base machine guns, a special, and a variable number of weapons. These weapons can be picked up around the map like any other arena style shooter or car combat title of the era. Players have a set health bar, and it can be replenished with health around the map. Players also have a set number of lives. If the player runs out of lives and is destroyed, they can attempt a final stand on foot, or steal a civilian vehicle and attempt to ram opponents to death. Each vehicle has unique stats and specials.

I wonder if every round shouldn't be a single life, to-the-death battle. I was never fond of the lives systems that Twisted Metal had. Just let players save at the end of each match and if they get hung up on a level, don't end their campaign because of it.

The idea of being able to do some 3rd person moving around is really appealing to me. Picking up canes and walkers to smack each other with, the dead baseball players bats lay on the ground, the shotgun from the flaming squad car, you can really extend the player's afterlife in a fun way. Really neat application of this would be the following situation. A player's vehicle is destroyed but they manage to escape the wreckage and make it to a safe alleyway. Across the street they notice a construction site with an unmanned bulldozer... a second chance at life has appeared.

Depending on our scope, we may just be limited to giving the on foot character a gun and the ability to run for a vehicle. They should feel fucked at this point. This is their gamble for a little more life. We should have a melee attack incase two players manage to be on foot and they want to beat the shit out of each other.

#### 3.1.1. Game Progression

The contest mode for the game has the player fight in a set number of arenas against a set number of enemies, with bosses sprinkled in between. The player could drive from arena to arena, or each stage is a separate entity. After defeating the end boss, the player is presented with a cutscene.

Players can play the story to unlock levels, characters, or special skins.

Was always fond of the ped hunter modes Carmageddon offered. Nothing quite like seeing how many innocent people can be squished in a short period of time! Would be fun to throw little challenges in there, remember the “secrets” in head-on? Some of those little game modes were quite fun.

Skins are a great idea, it might be kinda neat to have different “versions” of each vehicle.  
[https://www.youtube.com/watch?v=04\\_F7MY-KVM](https://www.youtube.com/watch?v=04_F7MY-KVM)

Bosses, what are you thinking, one or two? That’s usually how TM does it.

I’d like perhaps 3 boss encounters. A small mini boss a 3rd into the contest, a mini boss, and a final boss. I also agree with mini challenges for unlocks. I put it under the objectives tab.

### 3.1.2. Mission/challenge Structure

I firmly believe the main challenge is to kill all of the other opponents. I believe any other challenges should be secondary and optional. [Agreed.](#)

### 3.1.4. Objectives –

Main objective is to destroy every enemy in the arena. Secondary objects could be killing peds, causing destruction, and finding secrets/unlockables. [Nailed it.](#)

### 3.1.5. Play Flow – How does the game flow for the game player

3.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

This world is based in reality. Objects have mass and gravity, but it all depends on how much impact we want our vehicles to have.

So if this is based in reality, each of our levels should have the following.

#### -Ped system

- walking
- running from traffic
- ped gib system

#### -Traffic system

- traffic(if any) follows traffic patterns
- traffic stops when chaos ensues
- set number of vehicles per map, once they’re gone, they’re gone.

#### -Particle systems

- how much fire and smoke can we have in a scene?
- skid marks
- tire smoke
- nitro
- blood splatter/spills
- sparks/impacts
- explosions
- muzzleflash
- rocket trails

#### -Objects that destruct on impact

#### -Player weapon/inventory/health system

- player carries a set number of weapons in their inventory at a time, probably depending on vehicle size. Research needed.
- player starts with 100% boost. Boost gives a set increase to a vehicle's top speed. Also increases acceleration. Using boost decreases your boost over time. You can recharge boost using pick-ups
- player starts with 100% health. Damage decreases health, but health can be replenished through health pick-ups

#### -Environment pickup/weapon system

- weapons and pickups should spawn in the map in set locations. Once picked up, they will respawn after a set time.

### 3.2.1. Physics

Unrelated to this nice copy/paste template, a question is how do we want ped physics to work? 3d models, sprites, ragdolls, what's going to allow for good performance as well as good visual feedback?

I'd liked the idea of Carma 2 3D peds, or something from Driver 2. I'm not a skilled sprite artist and I feel like we are aiming for a late 90s visual style.

Vehicle physics are a different story. We want the vehicle to handle tight, but visually feel loose. The little demo we had was on the right track.

As long as we have a really tight ebrake turn, or even a quick way too to donuts to point the car where we want it, I'm not too anal about turning in place. I just don't want the player to get stuck in places. **We should NEVER need a vehicle reset button**

I have that last sentence in multiple sections, because this is important as hell. Car combat titles don't have a reset button. They have an auto leveling mechanic, or they let the player flip the vehicle. I think we are leaning heavily on auto righting the player's vehicle.

### 3.2.2. Movement in the game

Player drives a vehicle in the game, and can possibly ditch the car on foot as a last stand. All in third person. Possibly first person sprites like TM1.

### 3.2.3. Objects –

Most objects in the game should either be destructible, or static. Player pick-ups are ran over by the player. If we can keep on foot combat in scope, perhaps the player can pick up melee objects. I'd like the pickups to be easy for the player to spot, with a glowing aura around them. Like GTA Vice City or Twisted Metal Head-On.

A synthy audio cues always marked pick-ups in renderware era GTA titles, a nice smooth “whoogle” as you pick up whatever happens to be glowing in the road.

### 3.2.4. Actions -

#### IN VEHICLE:

Shooting

Moving

Do we want special button combos to allow for things like shields or jumping?

Nitro?

Horn/Siren?

#### ON FOOT:

Shooting

Melee

Moving

Entering/Exiting vehicles, doors opening, etc.

IN VEHICLE: I'd like classic button combos TM2 style. I'd like jumping, but it may not fit the vehicle controller we are creating. Let's test it.

Horn and Nitro is a yes.

### 3.2.5. Combat

I'm glad that we've established a desire to keep ramming alive, one part of me really wishes we could achieve some level of soft-body damage ala C2... (I mean come the hell on, a bunch of British dorks did it in 1999... That's insane.) Either way, ramming and nitro ramming will play a role in knocking your enemies down a notch while you pursue the big guns.

Do we want MGs on at all times? Infinite ammo? Mega MGs?

I assume we want all weapons to fire actual projectiles and not work off hitscan? At least for the rockets, not sure what you want to do about the MGs. Nailgun MGs would be sweet though, kinda having to lead your targets like an old school anti-air game.

MGs, Rockets (all types), Mines, I like the idea of a 2/4 gauge mounted shotgun, Grenade Launchers, Spike Strips, EMPs, etc

I'd like the Twisted Metal approach of having MGs at all times with infinite ammo. Perhaps we can have overheating and megaguns TMB style.

I think we'd want projectiles for this, because as far as I know a lot of the older CC titles used that method. I know the Twisted Metal community is anal about dodging, and I don't blame them. Dodging is a fun gameplay element.

I also love the idea of soft body damage, but I also like the idea of having damage model phases like Twisted Metal. If we could mesh the two together, I'd love that. I'd have to go back and check out Vigilante 8, but I think it used a mix of the two.

I like the weapon ideas. I think we could take inspiration from Twisted Metal 1, that had spikes and oil slicks.

### 3.2.6. Economy –

No in game currency, no microtransactions, and no DLC. We have old school unlocks and cheat codes that could just unlock everything if the player is lazy. The only economy should be stats recorded from matches. So your time it took to complete the game, peds killed, and maybe a destruction caused. Carma had a nice system for that.

3.2.7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

### 3.3. Game Options – What are the options and how do they affect gameplay and mechanics?

The options menu should have display settings, controller settings, sound settings and difficulty. The difficulty setting should be on a scale of easy, medium, and hard. I'd prefer that the mechanics of the game do not change with difficulty. So damage output is consistent, speed is consistent, and health is consistent. I'd hope we could strictly make the AI harder.

### 3.4. Replaying and Saving

Game should auto save your unlocks, but like Twisted Metal, you should be able to save, leave, and return to wherever you are progressed in the story. I don't think the player should have to replay the entire contest if they run out of lives. Please check out Twisted Metal Black or Small Brawl for reference. You had 3 lives per level. So the player could die 3 times in a level before they'd just have to reload the level again.

### 3.5. Cheats and Easter Eggs

Pretty much every stereotypical car combat cheat code should be in here. I'm sure we could think of some fun ones as well.

Can do literally anything. From melting paintings to lights in business windows spelling out input combos. To the secret vehicles ala Driver 2 mentioned earlier in the bulldozer reference. Secret levels and cars tucked away like TMB, shooting down the plane, hiding little pick-ups in maps that require nitro and insane handling skill to get.

## 4. Story, Setting and Character

### 4.1. Story and Narrative –

On a festive night in the year 1998, video game violence is an epidemic. Society can't get enough gaming and the world's hottest gaming magazine is hosting a little contest in the city of Los Angeles. Sign up, win the contest, and get the ultimate prize. The contest isn't some fan art competition however, but rather a fight to the death utilizing a weaponized vehicle of the contestant's choice. The magazine has dumped supplies around the city. The freaks, the geeks, and the supernatural are all ready for the fight of their life, wondering who'll be crowned the

victor at the break of dawn. Perhaps even the disgruntled anti-game organization or corporate rivals maybe jump in to sabotage the event.