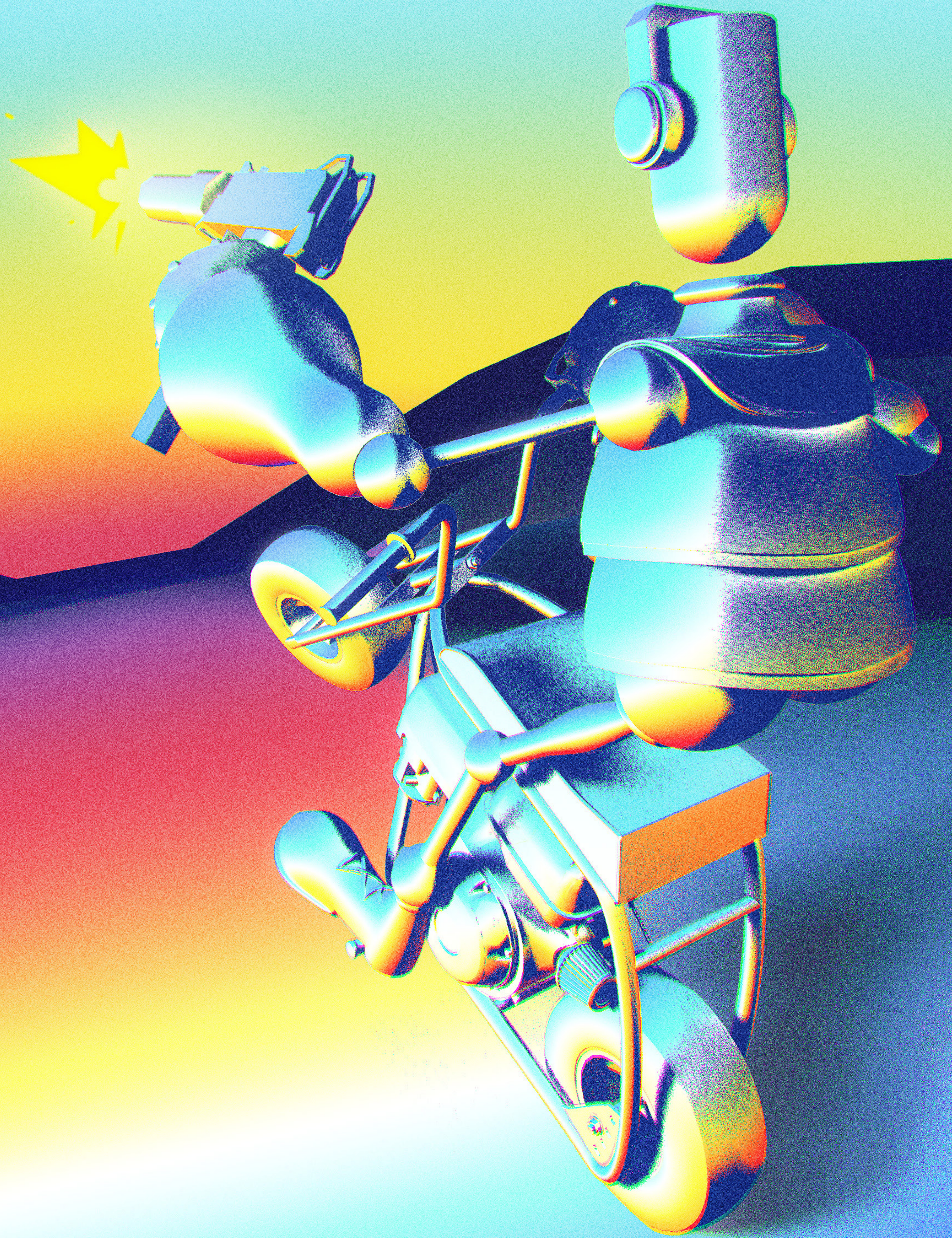
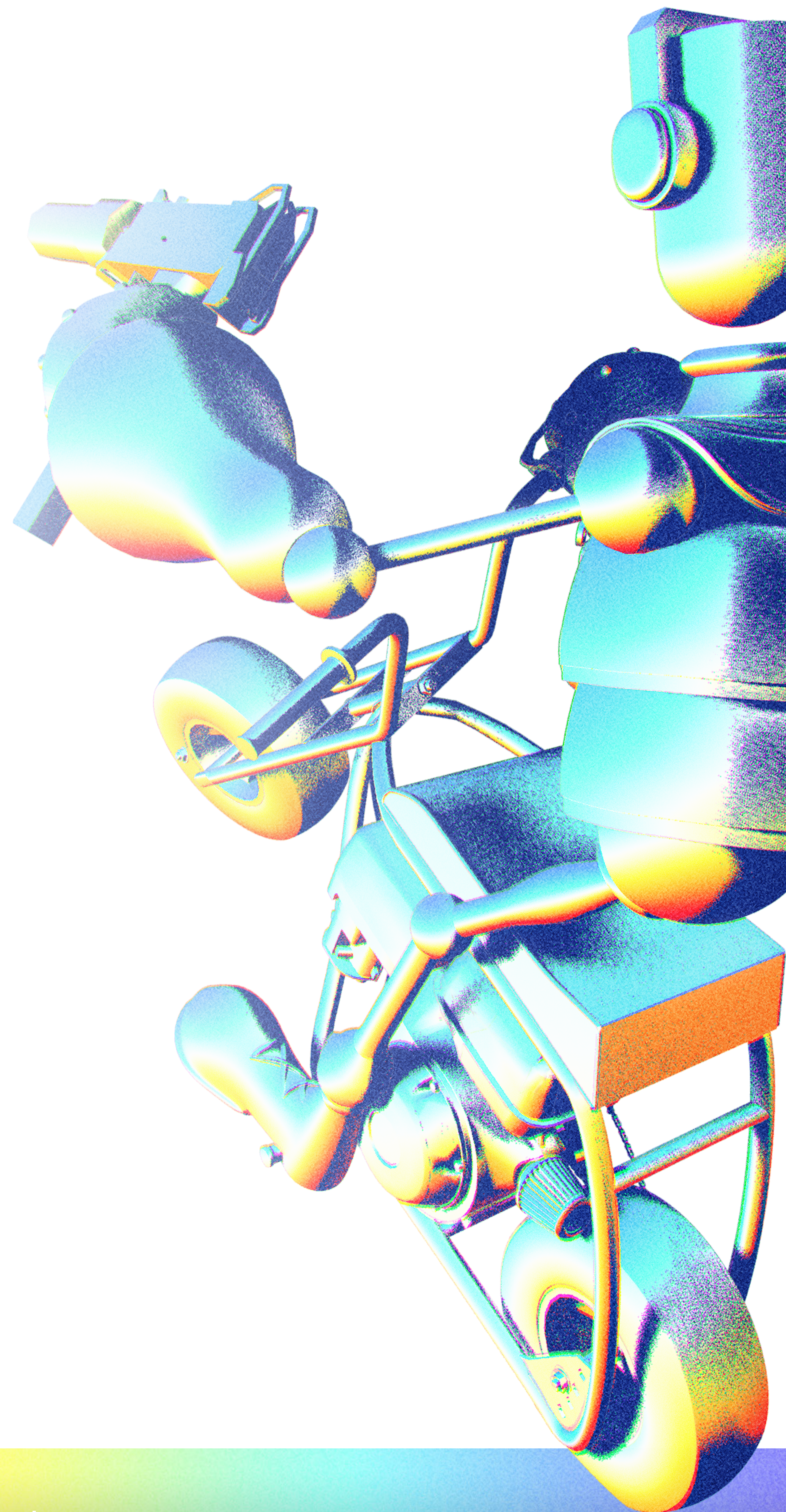


# ROBOTS





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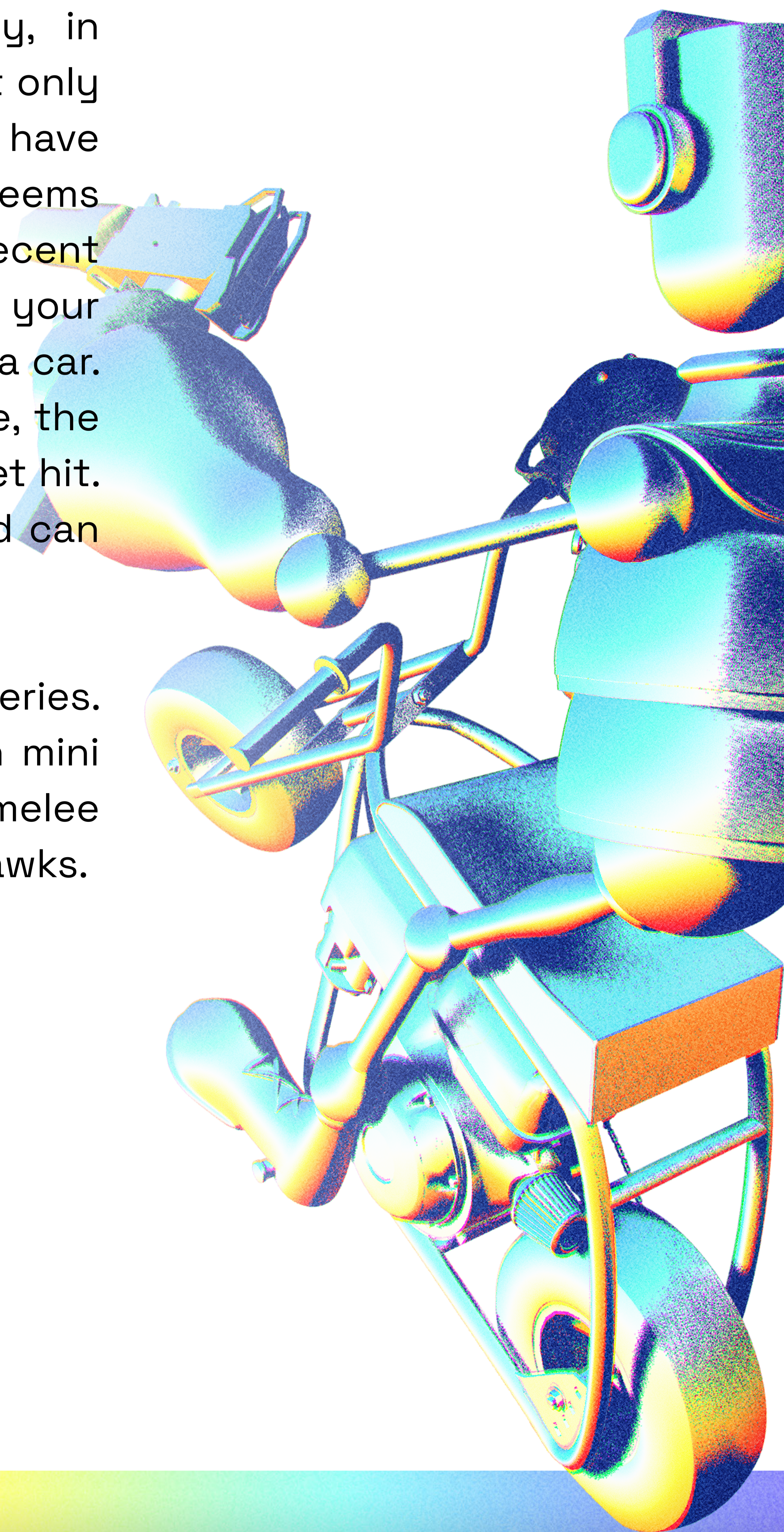


**EXTENDED HIGH CONCEPT TAGLINE**

**Battle to death with guns and melee weapons. Drive fast and drift with style to escape your enemies. Win the Game and gain some Fame.**

Where do you compete, when normal street racing and demolition derby becomes unchallenging? Exactly, in 808cc, where you try to survive in a battle arena. Not only do you have to be an excellent driver, you also need to have proper aim. On a bright side, while this extreme sport seems very deadly, you still won't die permanently. With recent technology, respawning takes less time than starting your engine. Just don't expect to drive in our arenas with a car. Who needs 4 wheels when 2 are enough? With a bike, the movement is a lot more dynamic, and it's harder to get hit. We will provide you with a selection of weapons and can guarantee you, all of them are deadly!

808cc is based on the battle mode from the Mario Kart series. It is a local multiplayer in which the players ride on mini bikes and fight each other in an arena with firearms, melee weapons and throwables such as grenades or tomahawks.





## Playstyle

The game is a local multiplayer game with up to 4 players. The game is played in split screen. It is advised to not sit too close to our friends, so they won't take revenge in the real world if you kill them in game.

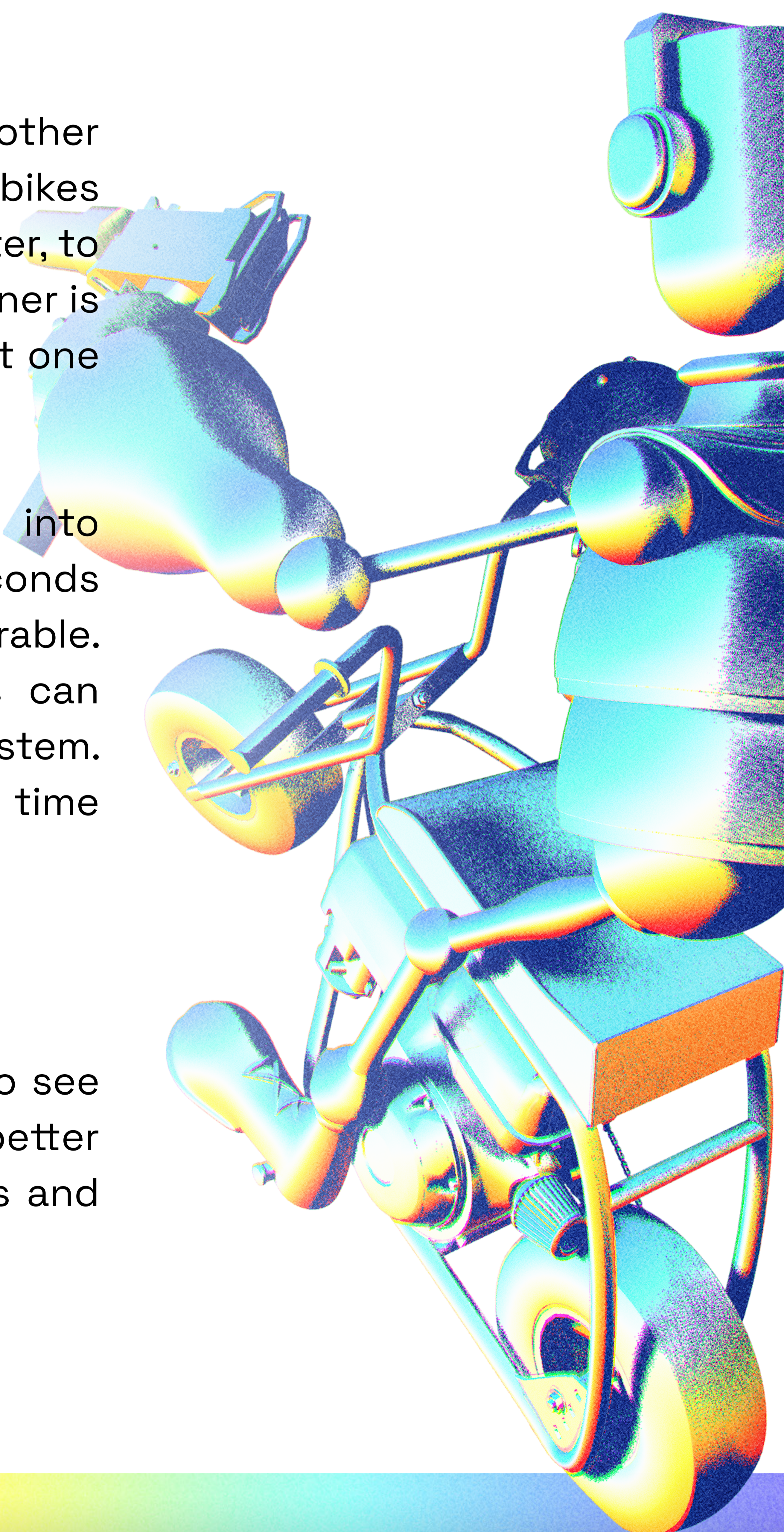
## Gameloop

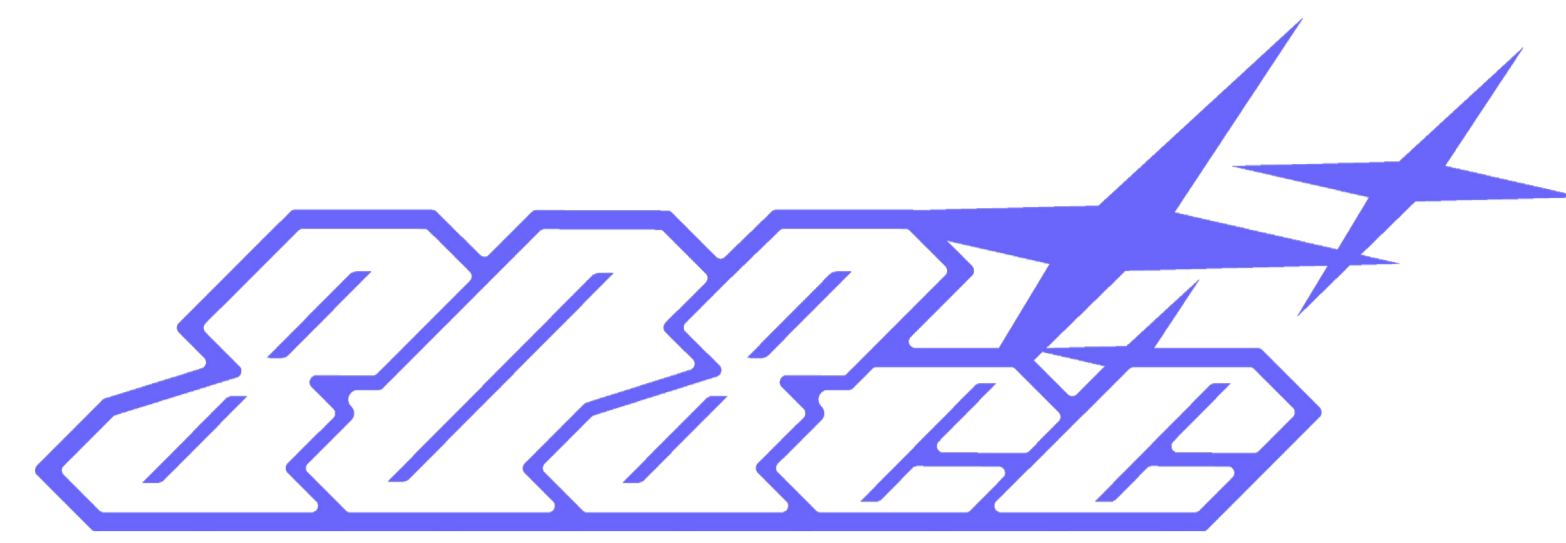
In one of the game loops, the players fight against other players in a battle arena. The characters are riding mini bikes and have different types of weapons, as described later, to kill each other. Depending on the game mode, the winner is the character with the highest kill count or is the last one standing.

At the start of the game, players are being shot into the arena via a ramp system. The first five seconds after entering the arena, players are invulnerable. In all game modes except sudden death, players can respawn, which they do via the ramp system. Between the time of death and respawning, a short time window of 5 seconds exists.

## Perspective

Participants play in third person, which allows you to see your mini bike in full view. This grants the player a better navigation over the map, drifting, avoiding obstacles and driving through tight spots.





## Platform & Controls

The game is going to be played on controllers.

The button layout will be as following:

To accelerate the motorcycle, one needs to press L2/LT

The left Joystick is to steer the bike.

Aiming is mapped on the right joystick.

To shoot, press the R2/RT.

Change aim mode with R3

Meele Attack R1/RB.

Switching weapons and throwables is mapped to the Y-button.

Drifting is on the L1/L button.

The air-trick and wheelie button is assigned to the L3.

Change song with left and right D-Pad

## Fighting System

Fighting can be done in close combat and with ranged weapons. Only one-handed weapons exist as you use the right hand to operate the throttle.

There are two aim modes:

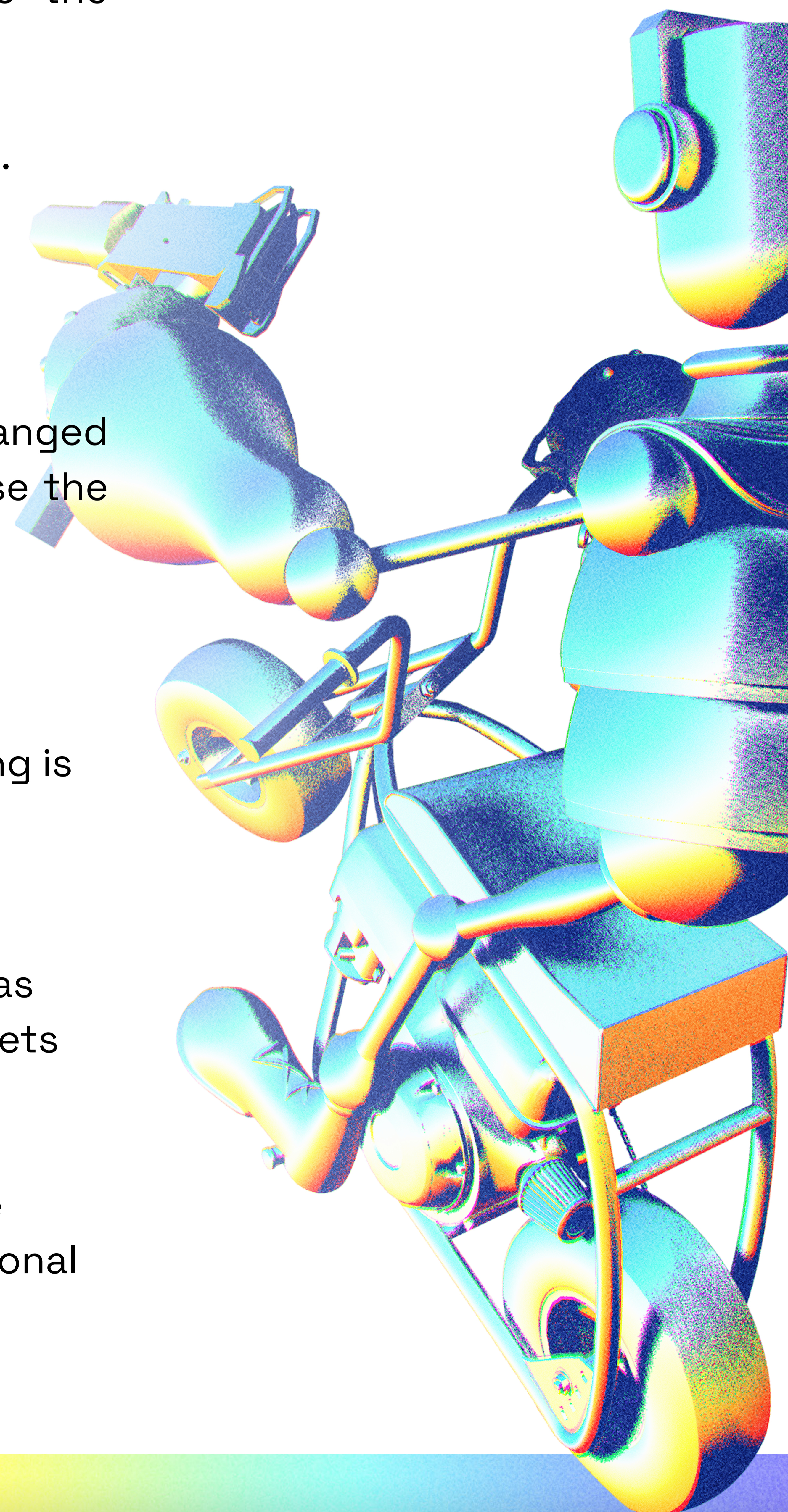
M1:

Left hand stays on the handlebar with the weapon pointing forwards, no vertical aiming possible - drifting is also not possible. Use the right stick to look around.

M2:

The left hand is not holding the handlebar and the player is aiming with the right stick vertically as well as horizontally for accurate shooting - if the crosshair gets close to the enemy, the aim is automatically locked.

Close combat weapons can be used if two drivers are close enough to each other and do not require additional aiming.





## Interface

During the main game, the players will see their health bar, kill count, and weapons. Each one will be displayed in different corners. The UI will be designed to fit the general art style of the game. There will also be a crosshair to help the players aim.

For customization, a selection screen will be shown. Before a round starts, each player has the opportunity to individualize their characters and motorbikes by choosing from five Individuals Characters and four different color variations.





## Time Based Round

A certain time limit (for example, 3 minutes) will be set at the start of the round. During the game, the timer will count down. When the countdown hits zero, the round is over. The winner will be the one with the most kills. While fighting, each player will respawn after death.

## Lives

Each player has a certain amount of lives (for example, 3). If the life counter hits zero, the player loses the game. Winner is whoever is last to be alive.

## Sudden Death

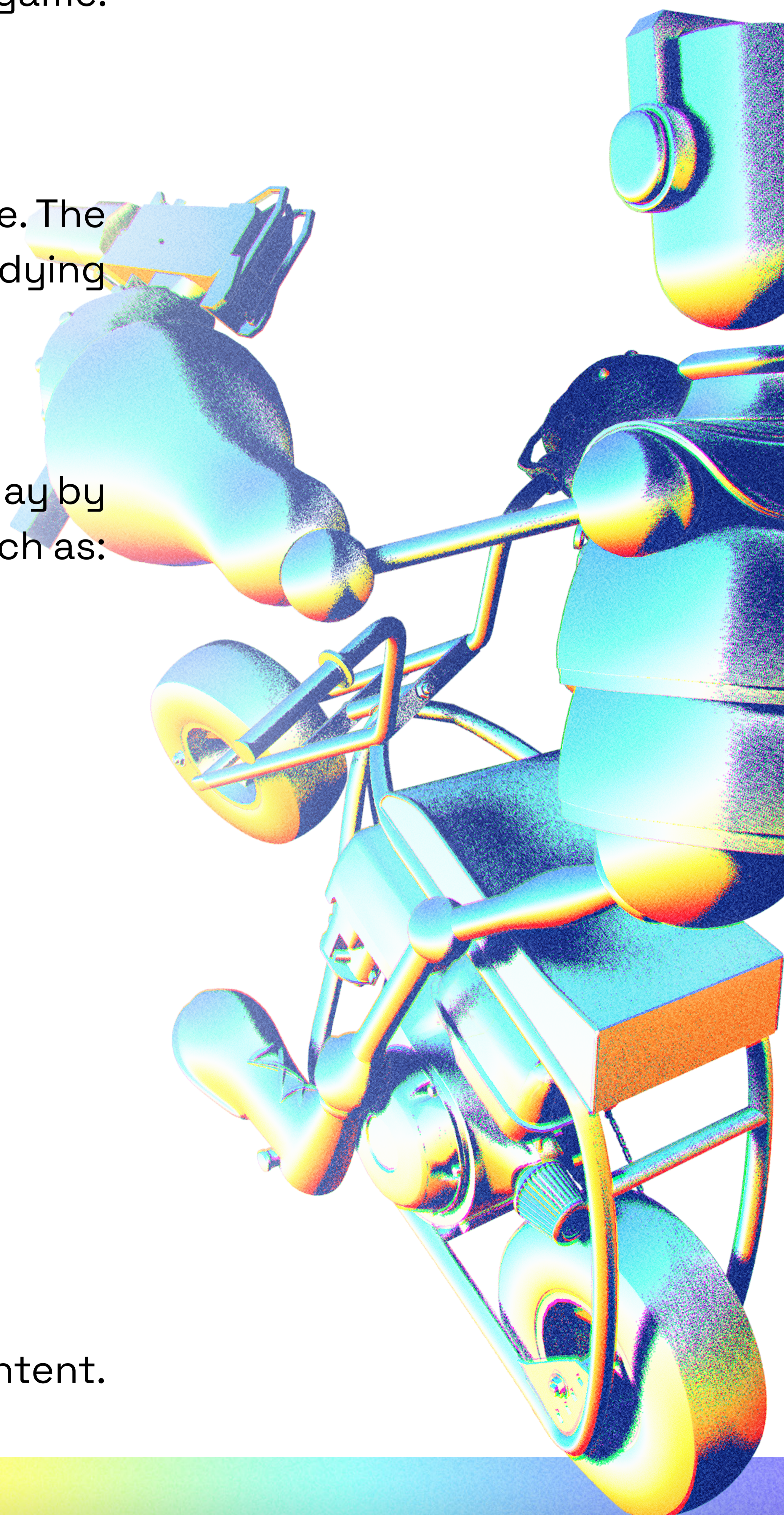
The round starts with every player only having one live. The last player standing, wins. Participants lose when dying once.

## Achievements

Multiple achievements can be unlocked during gameplay by performing various actions you can do in the game such as:

- double headshot
- triple headshot
- Multikill (kill at least 2 players in 5-10 seconds)
- Partykill (kill all players without letting other kill each other)
- Kill 2 players with one grenade
- Kill 3 players with one grenade
- Wheelie for 10 seconds
- Wheelie for 30 seconds
- Drift for 10 seconds
- Drift for 30 seconds
- Play a game in sudden death
- Invincible (don't lose any health)
- Trickster (do 3 stunts in air in one round)
- Unlock 5 items
- Unlock all items
- Play a set of 30 rounds in one game

By unlocking achievements the player unlocks new content.





The game will have several features. Each one will add to the gameplay and fun of the game.

The first feature we want to mention is the drifting mechanic. The drifting mechanic will allow the player to turn more easily and make themselves less of a target to other players. This mechanic will also give the player a speed boost.

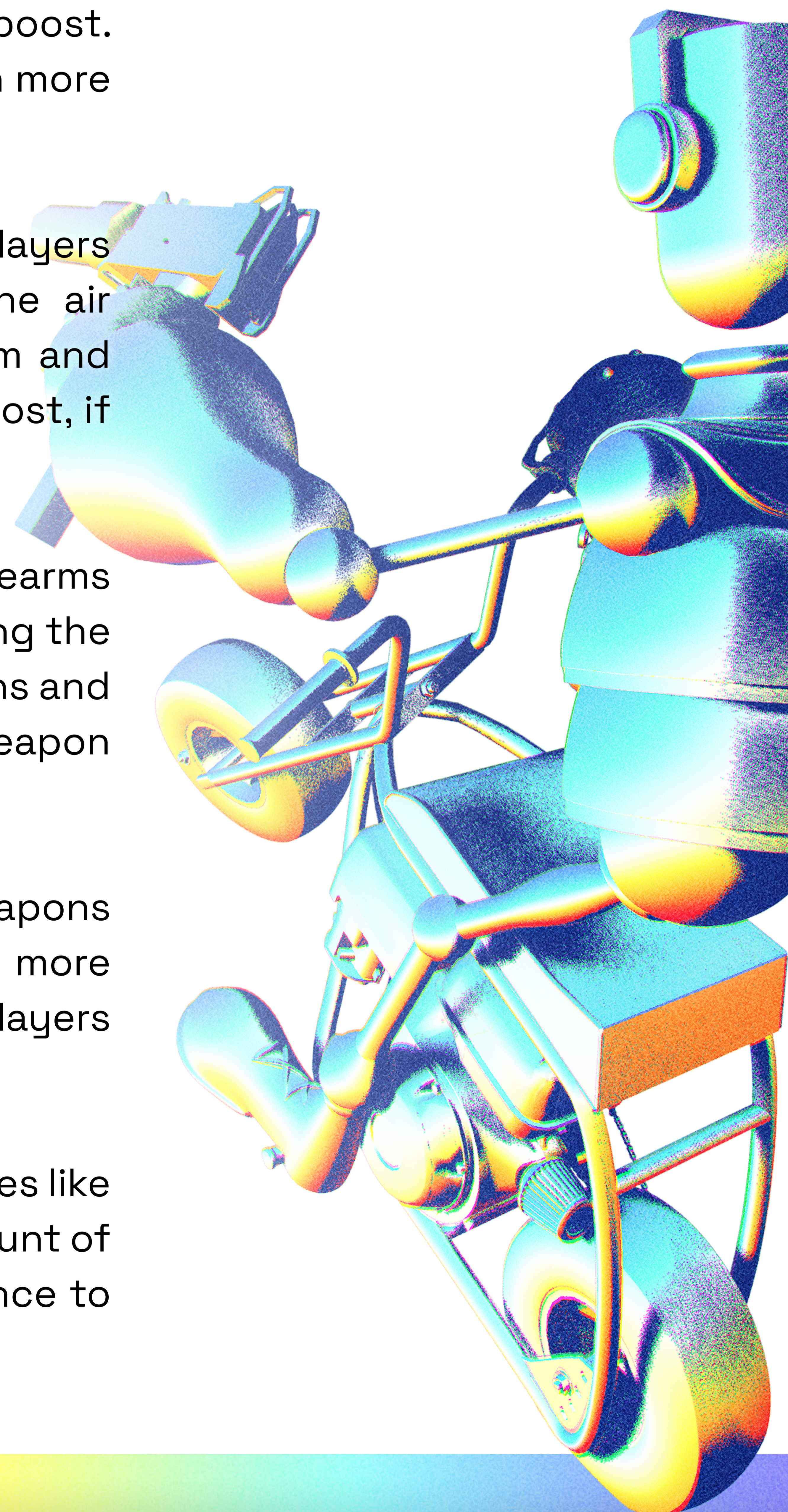
Secondly, doing a wheelie will also be a feature of the mechanics. The player, while using this mechanic, will drive on their back wheel only and therefore get a speed boost. However, using this will also cause the vehicle to turn more slowly.

To further enhance the gameplay, we will give the players the opportunity to do stunts while jumping in the air from ramps. These stunts will help the player to aim and shoot automatically at enemies and a light speed boost, if performed well.

The next feature we will implement are firearms. The firearms will be used to inflict damage on the opponents during the match. These should mostly be used as range weapons and thus damage the enemies less than one of the other weapon types.

Another weapon we will include are close combat weapons like bats or swords. These will hit the enemies with more damage than the firearms. But will only hit the other players in a certain radius around the player.

The third type of weapon we will include are throwables like tomahawks and grenades. This will deal the most amount of damage, but need to be thrown precisely or in advance to really hit the opponent.







## Arena

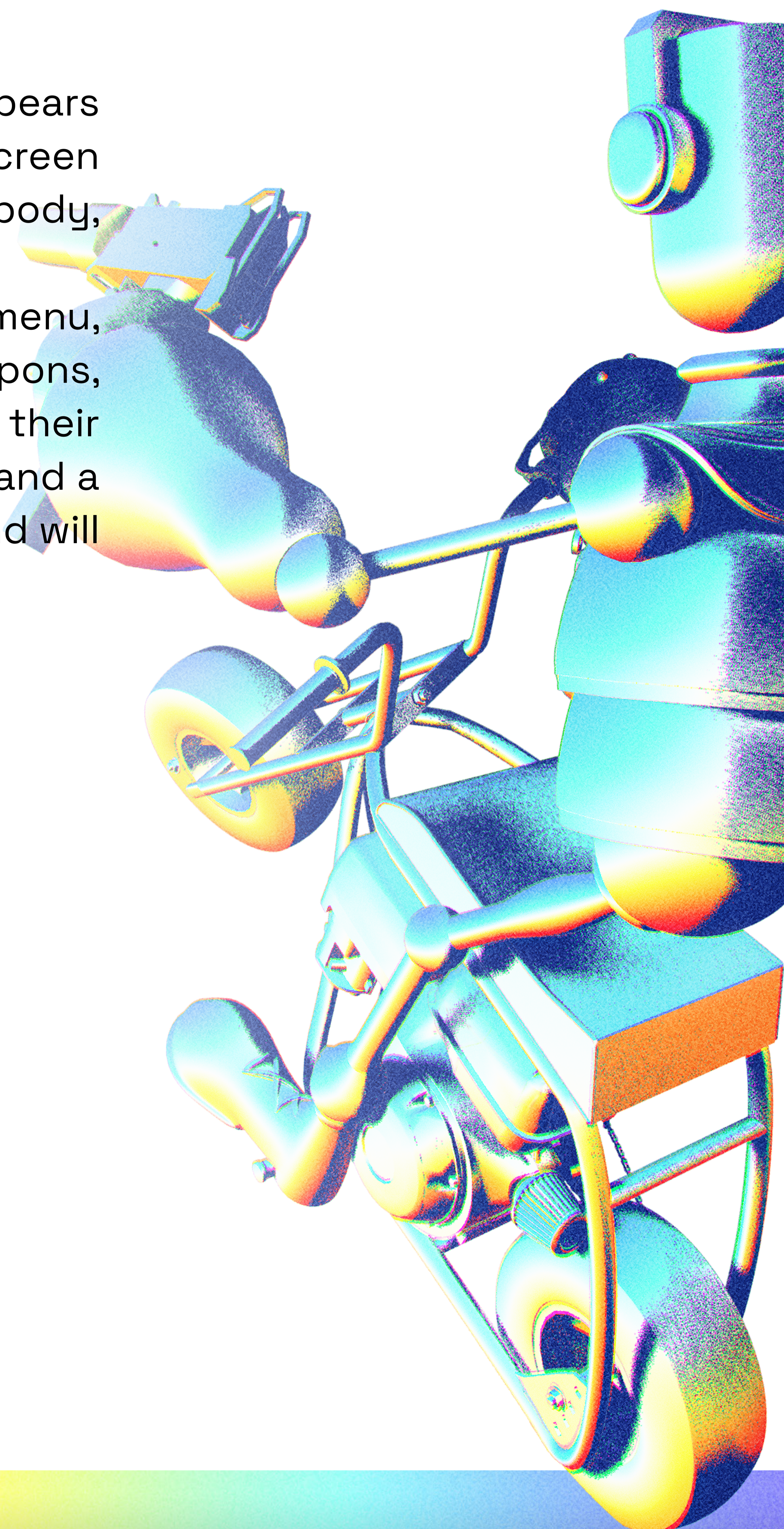
Every battle arena has paved and unpaved roads. It contains multiple ramps and ledges, which can be used for jumps. The battle Arena also contains multiple obstacles that restrict the field of view of the players, so that far range sniping is very difficult to do. The arena is surrounded by fences and borders. The time of day changes after a certain number of matches that has been played.

## Menu

The main menu is a garage.

With controller input, a selection of five characters appears with different color variations. When you confirm, the screen changes to the bike selection, here you can choose a body, tires, and exhaust.

When you confirm, the screen switches to the loadout menu, where you can choose from a selection of primary weapons, melee, and throwables. When all players have selected their loadout, you have the possibility to choose an arena and a game mode. By choosing a game mode the game round will start.





## Drivers

Our characters are ambitious people, who seek their adrenaline rush in the battle arena. Having excellent driving and combat skills are the main criteria for our drivers.

Each different driver can choose from various minibikes. They can choose between different wheels, bike colors, and exhausts. You can customize your driver by changing the color of his outfit.

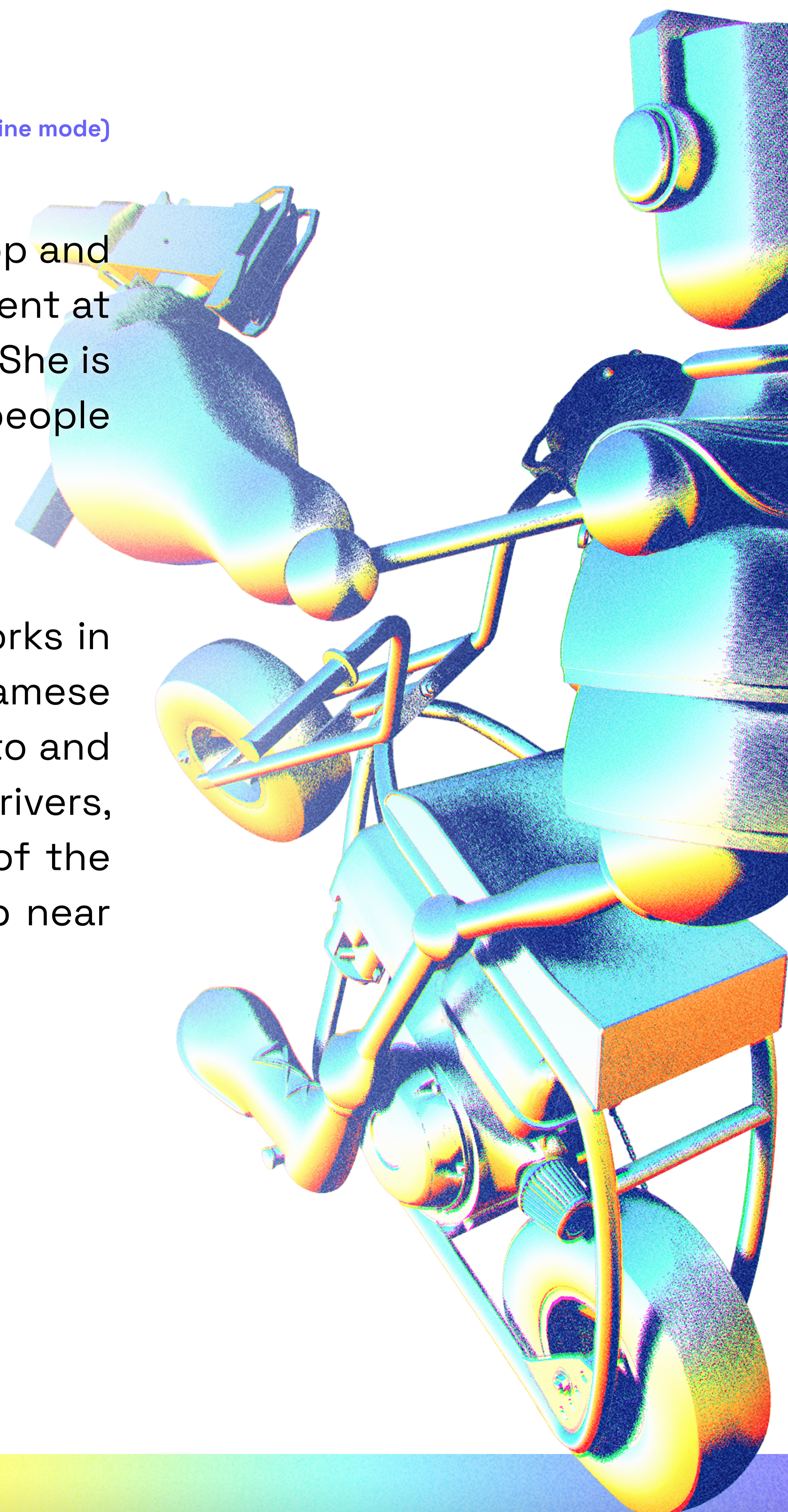
## Shopkeepers (future implementation, alongside a hub world and online mode)

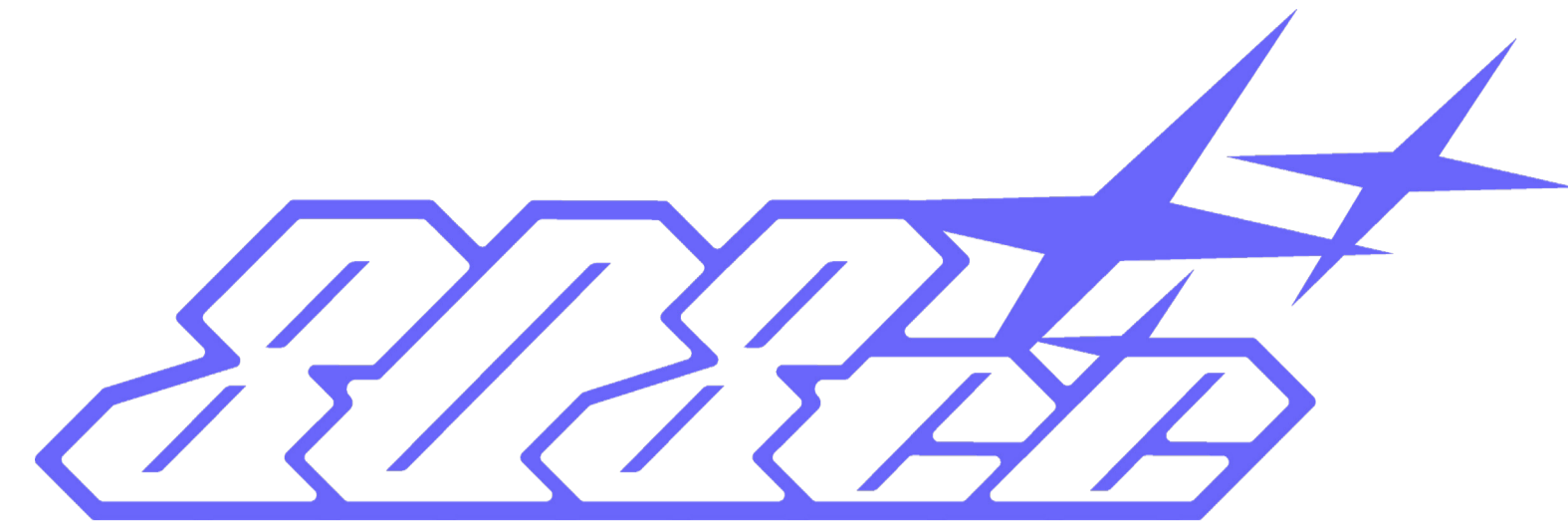
### Arcade

“Josephine Muma” short Joe works in the Arcade shop and has a broad knowledge of video games. She is a student at the local University, where she studies game design. She is kind of an emo girl and doesn’t show much interest in people except when she talks about video games.

### Record shop

“MC Hansi” and “DJ StrafBefehl”, short for DJ SB, works in the record shop in proximity to the arena. They are Siamese twins and have many records the players can listen to and buy for coins. Both of these music lovers used to be drivers, but don’t participate anymore. They miss the thrill of the tournament, and that’s why they opened their shop near the arena.





### **Clothing shop**

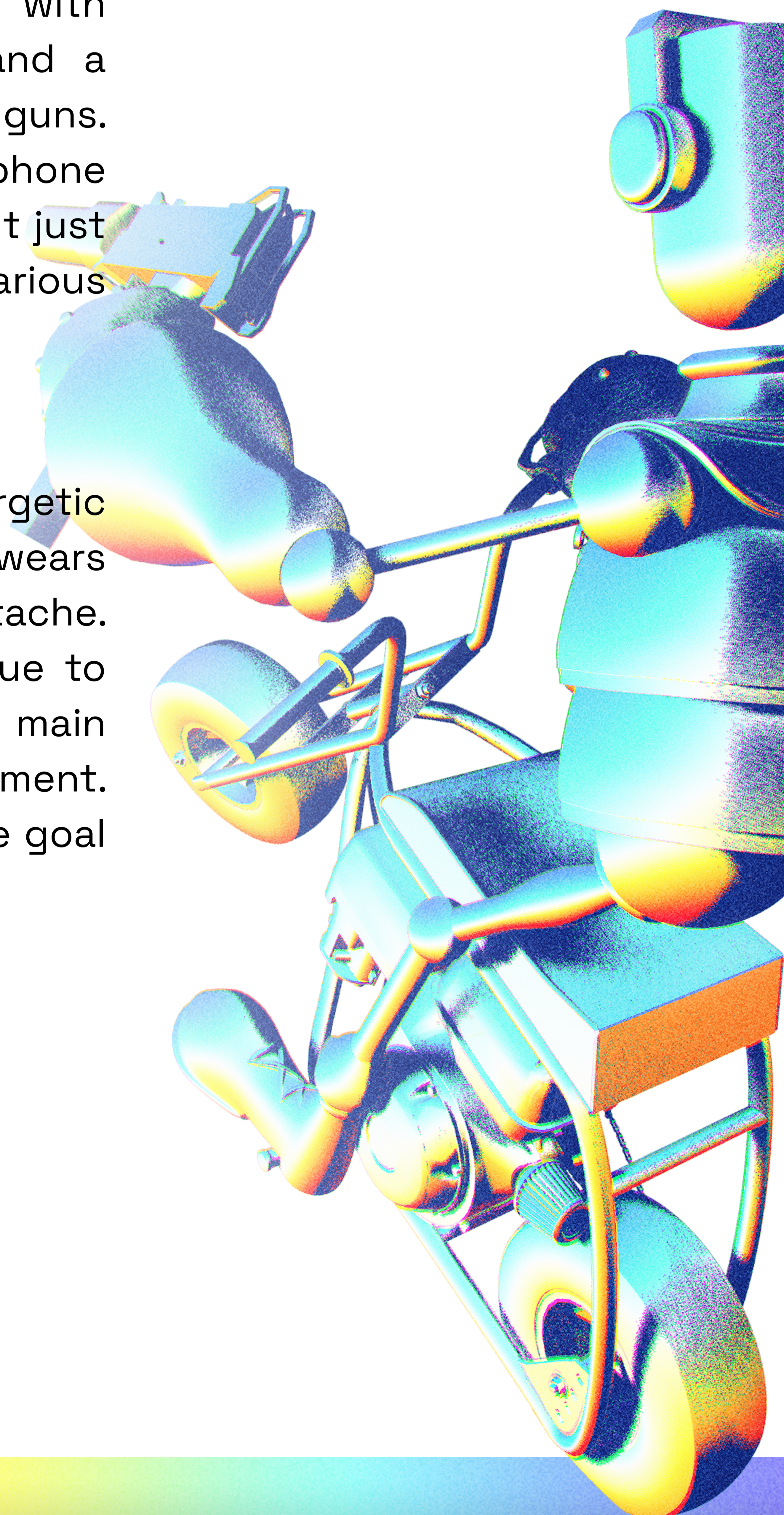
Marcel is a very fashionable young man who works as an intern in a clothing store. He is very kind, tall, thin and a little sassy. He always wears the trendiest clothes and never misses an opportunity to get new ones.

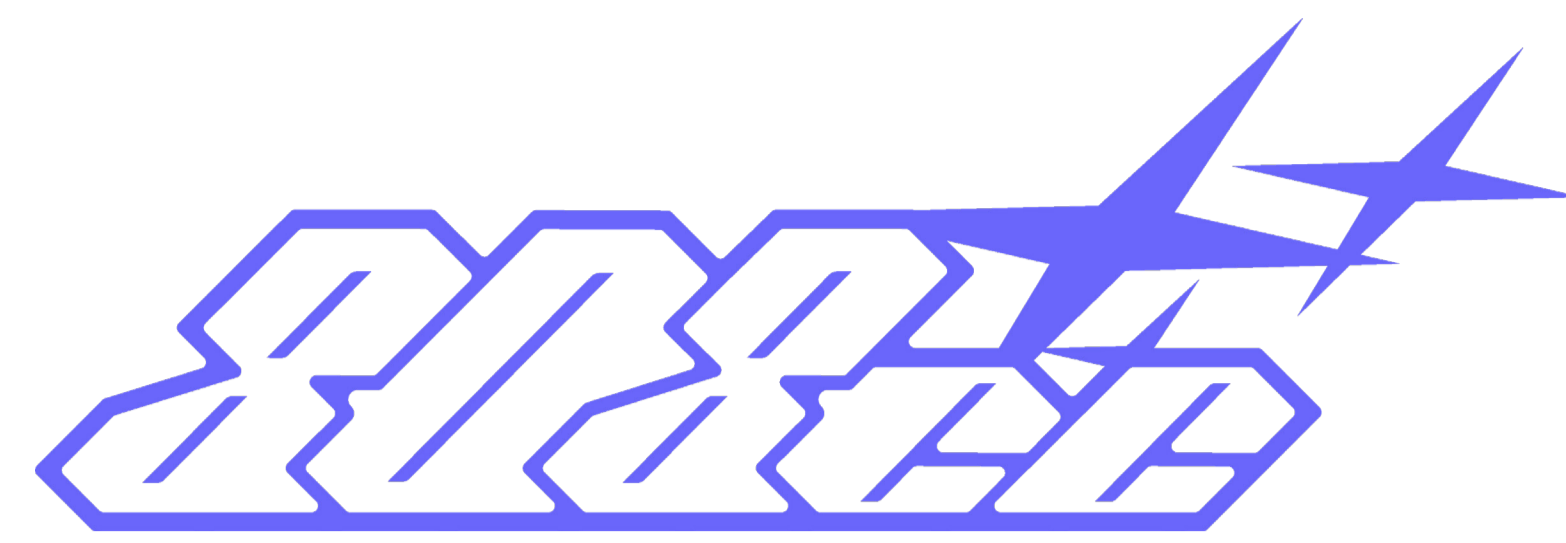
### **Weapon shop**

The weapon shopkeeper always greets the player with a broad smile on the face, beautiful, bigeyes and a big heart... for Stac, which is how they call their guns. A bit clumsy, but super fun. Always looking at their phone with peppy long nails. Ellechim is an action junky, but just from afar. They enjoy equipping players with all various types of weapons, but for a price, of course.

### **Moderator**

Barbra, the presenter, is a charismatic, overly energetic woman in her late 30s. She is a tall black woman, wears a suit with a bow tie, a large afro and a moustache. She is a retired boxer and has changed careers due to her last fight, in which she was badly injured. Her main job is to introduce new participants to the tournament. Barbra explains how the tournament works, what the goal is and how they can achieve it (instructions).



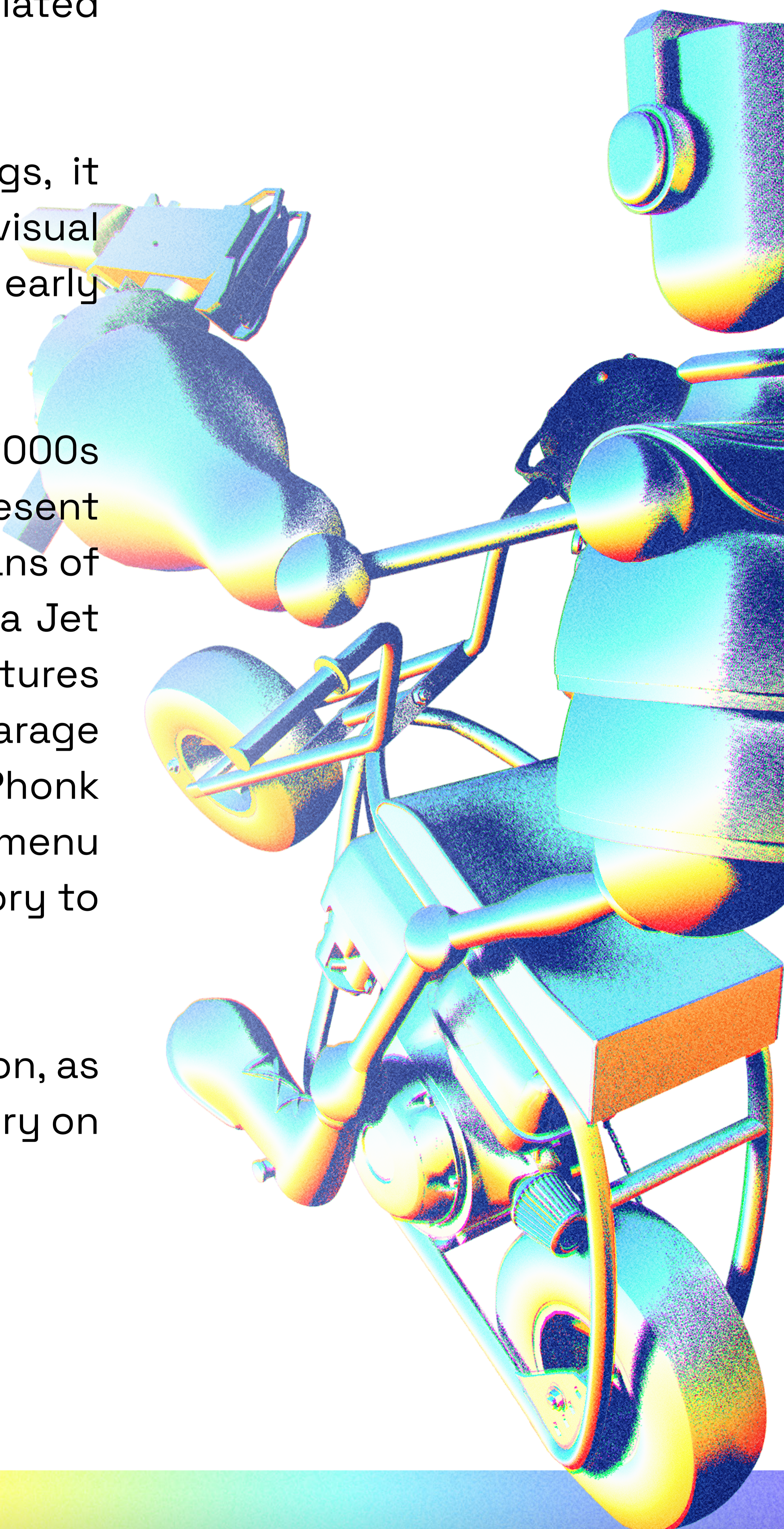


The world of 808cc is strongly connected to phonk music and its culture, which originated from the early 2010s SoundCloud underground and had a huge boost in 2021. Phonk is a strongly beat driven sub-genre of hip hop, inspired by 1990s Memphis rap, coupled with heavy 808s, thus the name 808cc. Early in the creation of this genre, fans started to create visuals to phonk music. These visuals were often paired with old commercials, anime and drift videos straight from Japan, and that's why the genre is associated with Japanese pop-culture.

In a nutshell, phonk is covering violent topics, drugs, it originated from the internet culture and its key visual representation are Japanese pop-culture from the early 2000s.

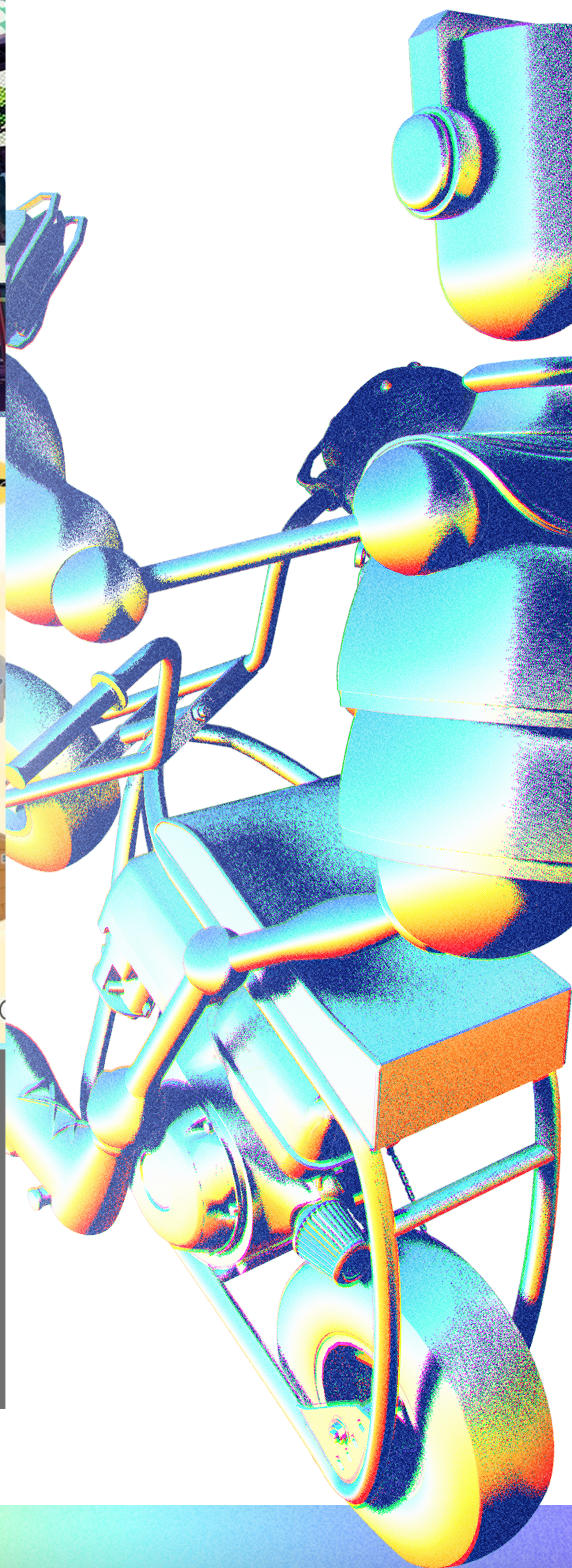
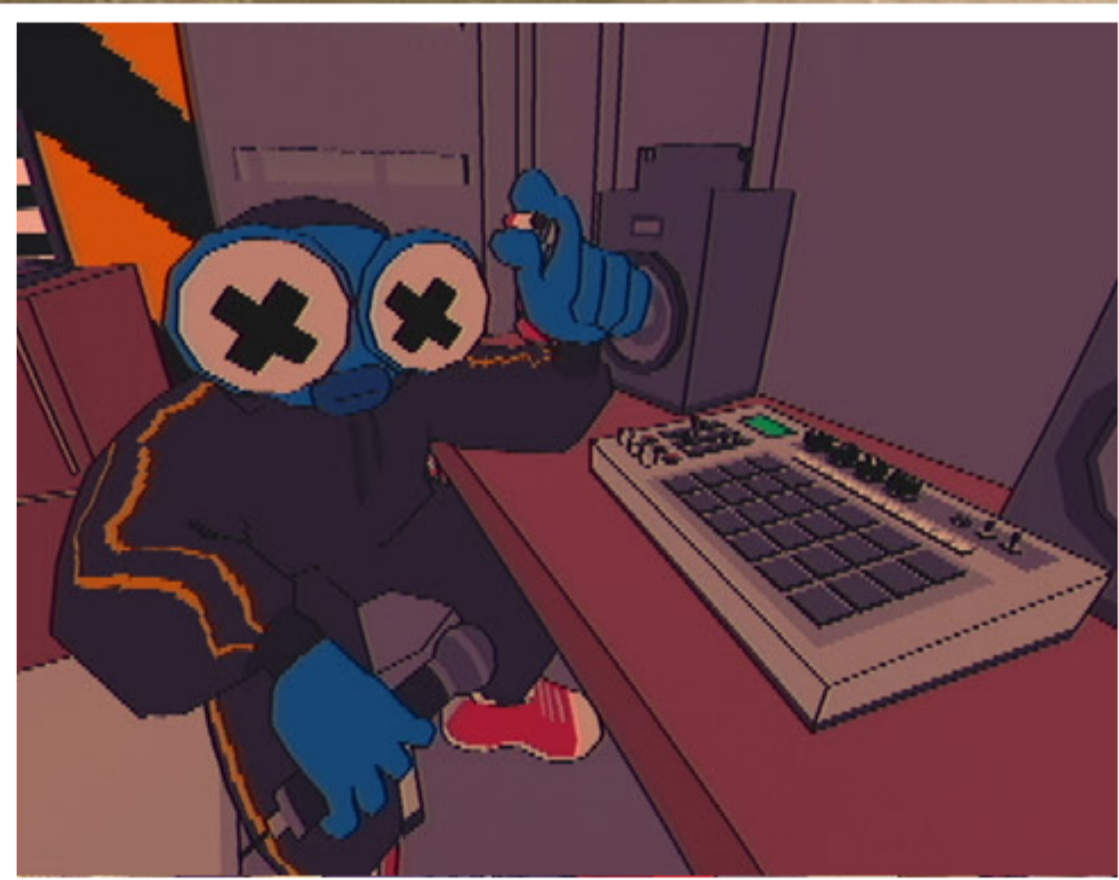
Now pairing the culture of phonk with the early 2000s Japanese look, which many in the scene represent themselves with, 808cc creates a suitable world for fans of the genre, and newcomers alike. The game shines in a Jet Set Radio style toon shader combined with visual features Unreal Engine 5 has to offer. The main menu and so the garage layout will be very much inspired by areas like the Phonk community, JDM community as well as the Y2K era. The menu itself will be designed to be simple and self-explanatory to make the game experience accessible to everyone.

To further improve the idea of the visual representation, as well as the feel of this world, please inspect the imagery on the next page.



# GAME TREATMENT | Game Studies 2022

# MOODBOARD





**Christoph Schafzahl**

MMT, 21, Styria

Role: Programmer

Projects: cschafzahl.com, Towerhold,  
Beards of Magic, Monster Slayer

**Lea Unterholzner**

MMT, 24, South Tyrol

Role: Programmer

Projects: HOME, ZOMBE,  
Monster Slayer

**Lukas Penz**

MMA, 23, Upper Austria

Role: Audio, Project Manager

Projects: HAPPA HAPPA,  
LOST COSMOS,  
NEXUS

**Marco Mittendorfer**

MMA, 22, Vorarlberg

Role: Art

Projects: lurkwork.net

**Michelle Raab**

MMT, 21, Vienna

Role: Programmer

Projects: Space Escape,  
Battle of the Pigeon Gods,  
Spotlight Ambush

**Renato Mendes Nunes**

MMA, 25, Swabia

Role: 3D Art + Concept Designer

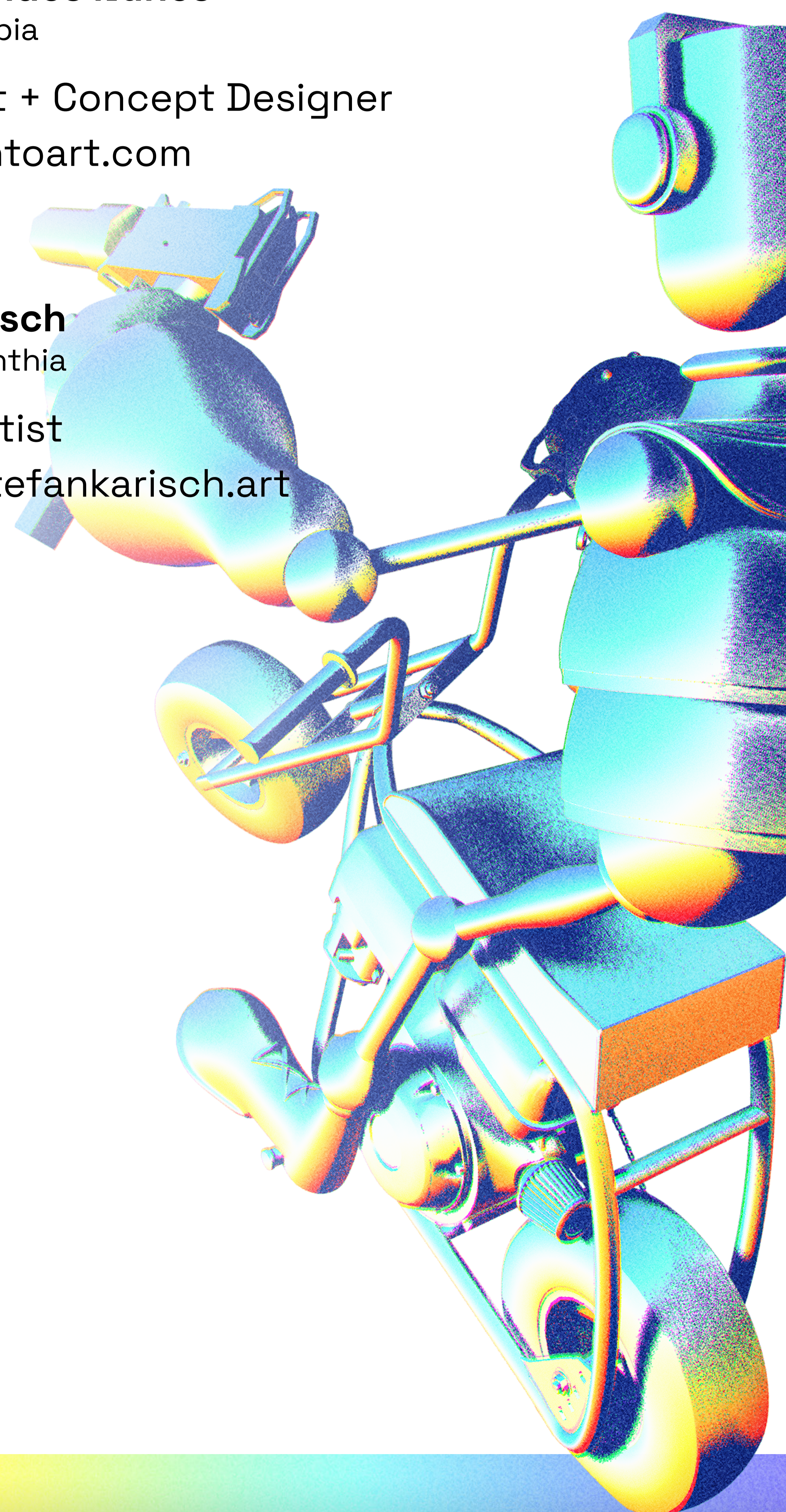
Projects: rntoart.com

**Stefan Karisch**

MMA, 22, Carinthia

Role: 3D-Artist

Projects: stefankarisch.art

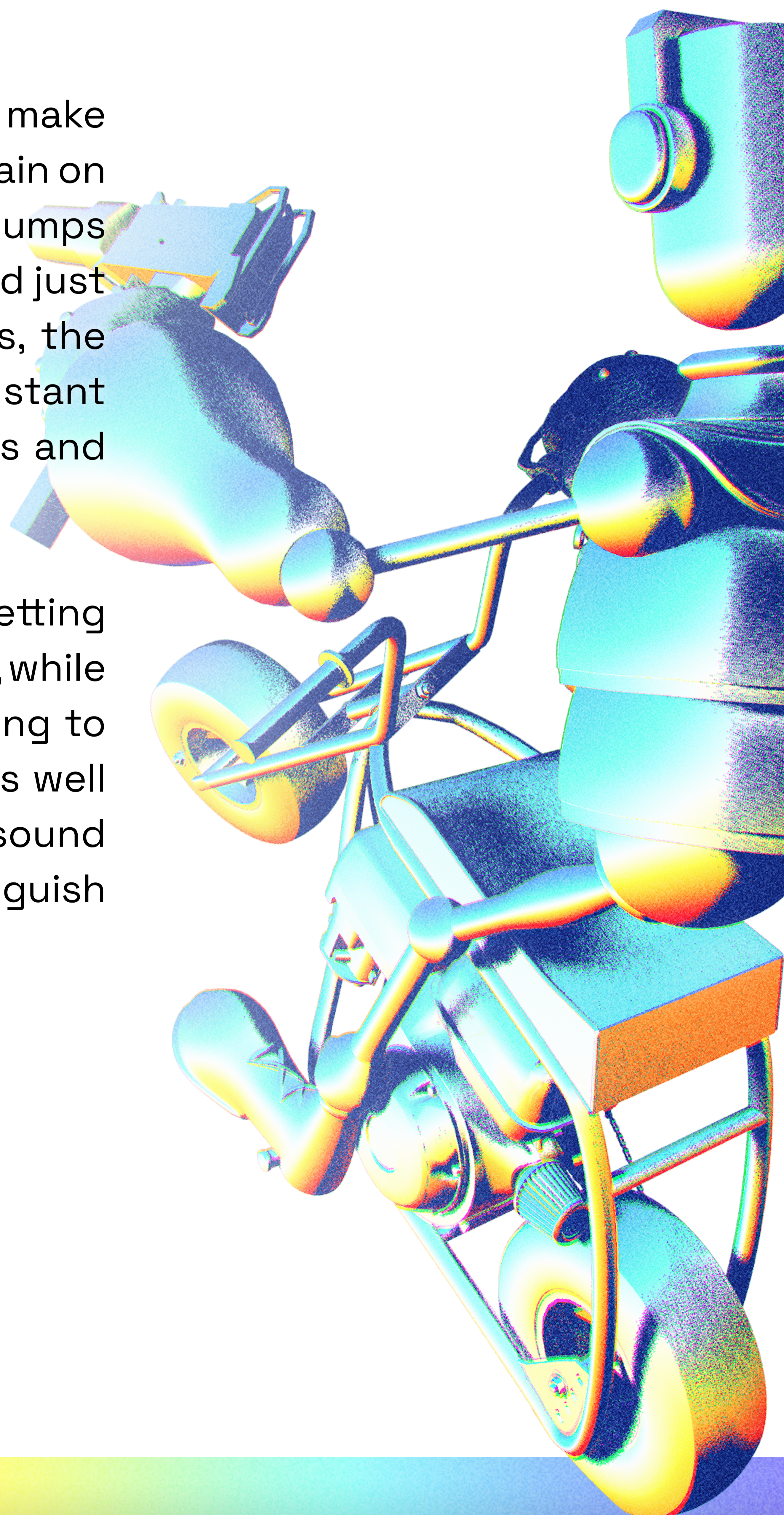




Our game is highly influenced by the battle mode from the Mario Kart Series. However, there are many games that we take inspiration from. For example, Road Rage, WWE Crush Hour and Twisted Metal, each one of them implemented this kind of gameplay with different styles and movements. Road Rage and Twisted Metal both play on the streets of cities, and the environment is destroyed during the action. In WWE Crush Hour on the other hand, the action plays in an arena similar to Mario Kart.

This project, however, will be different. Our goal is to make the game more three-dimensional than just staying plain on the ground. The player will jump over ramps and do jumps to gain speed. This still sounds more like Mario Kart and just differentiates from the other examples. Nevertheless, the contrast to Mario Kart will be that the player have a constant of three different weapons which have different uses and are best in other situations.

The Highlights of our game are the many ways of getting speed boost to be less of a target for the other players, while also trying to hit your enemies. In general, this is going to be a more fast-paced game. Our unique characters as well as our variety of different bikes and our distinctive sound should contribute to the game experience and distinguish us from other kart games.



- Meilensteine
- Game Treatment
- Kickoff-Phase
- Abgabe Konzept & Genehmigung
- Treffen im Praktikum
- Treffen im Praktikum
- Präsentation inkl. Vorbereitung
- 1. Studiowoche
- 2. Studiowoche
- 3. Studiowoche
- Interne Präsentation im Fachbereich
- Werkschau
- Programming**
- User Interface
- Movement
- Steuerung
- 3D Models**
- Arena
- Character
- Bikes
- Environment
- Audio**
- Soundtrack
- Sound Effects

	Start	Ende
Game Treatment	01.05.2022	30.05.2022
Kickoff-Phase	30.05.2022	07.06.2022
Abgabe Konzept & Genehmigung	21.06.2022	05.07.2022
Treffen im Praktikum	01.09.2022	30.09.2022
Treffen im Praktikum	01.10.2022	31.10.2022
Präsentation inkl. Vorbereitung	02.01.2023	09.01.2023
1. Studiowoche	27.02.2023	03.03.2023
2. Studiowoche	TBA	TBA
3. Studiowoche	TBA	TBA
Interne Präsentation im Fachbereich	TBA	TBA
Werkschau	TBA	TBA

