High Concept Document

S4G Battle Kart Arena

Content

1. Vision Statement

"S4G Kart Racer" is a racing game inspired by Mario Kart battle modes. The player is able to meet characters and worlds of previous S4G projects again. In fast paced third person experience the player can choose his favorite character and have a racing battle for the best S4G game ever. Especially the fans and developers of the previous projects are addressed but also new players who can get in touch with the projects and therefore become fans of the series. While for new fans a fresh experience is created, for the old fans the focus is on awaking past memories. In addition, the game should appeal to the developers' pride in making their own character a winner over the other projects.

2. Mission Statement

Since it is the last project for every team member, we want to create a worthy finale. Each team member will work in their own specialty but will also take responsibility for other areas in order to achieve the best possible outcome. Furthermore, we want to inspire former members of past projects to become part of the current one. Eventually, we want to show what kind of game could emerge from this project one day.

3. Genre

Our game is based on the genre of racing games in which typically competition between different types of vehicles is involved.However, we have distanced ourselves from real racing simulations and instead are strongly oriented towards the family-oriented fun-racer Mario Kart. But it's also very important that we are not based on classic races on race tracks, but on the Battle Modes of Mario Kart.This is a more special category in which talent as a driver is also in demand, but the goals usually differ significantly from those of classic races. Also the environment is not a classic racetrack but arenas with different structures in which in most cases there is no beginning or end.
As already mentioned, we strongly orientate ourselves on our reference Mario Kart and additionally get inspired by elements of earlier S4G games.

4. Features

4.1. Simple driving mechanic

We decided to use a highly accessible driving mechanic. With little practice, basic functions should be understood and applied. The controls do not require the player to have any real driving skills. Furthermore, the mechanics partly break with real driving physics.

4.2. Item Usage

The player is able to collect item pickups through which he receives a random item based on the selected game mode. The items provide a high variety of possibilities that the player can use either for himself or against other players. But not every item is available in every game mode.

4.3. Character and Vehicle Selection

Before the start of the Battle, the player is able to choose a character individually and put together a suitable vehicle. This affects the look of the vehicle which supports the individual preferences of the player rather than changing the gameplay.

5. Pillars

5.1. S4G

The S4G is the key theme that dominates everything. Especially the 4 will always play a role if it is possible. Each stage thematizes a different project and transfers the world of this game into a battle arena. It is important for us to keep the original feeling of the environment and level design while we adapt it to our own gameplay. In addition, the items are also inspired by S4G-projects. Especially the characters are the heart of many S4G-games and create great emotions in fans and developers in the same way. Everything together will create an exciting and emotional crossover.

5.2. Pick-Up and Play

The S4G Battle Kart Arena gameplay is easy to learn even if you are not familiar with references like Mario Kart. It is a quick party game you can play with your friends even if they play it for the first time. The game offers a fast comfort, as well as easy to understand controls and objectives

5.3. Inclusive

The game offers a wide target group. It is fun for every member of the S4G family but it also welcomes anyone who is new to it. This ranges from the production up to the actual, published game.

6. Target group

Our target group is divided into two groups. Primarily we want to reach fans of S4G games and their developers. Memories and possible new interactions with beloved characters should play a major role. Our primary target group has already played at least one S4G game for relatively long playing time (depending on the type of game) or were part of the development team. In the first contact they mainly want to play their favourite character and defend it against other projects. After a few times, however, the player will become interested in other characters as well, and therefore will also get involved with the related projects. The primary target group is also able to inspire more people for the S4G projects through multiplayer.

The secondary target group has never played an S4G game before, but is either interested in school, has friends who are in contact with the projects or came across the game by chance on the internet. They are hooked by the gameplay and like to play a battle against their friends. Through the game they are interested in the original games and are happy to find elements of the Kart Racer in the games.