Toy Box Racing

proof of concept

Level Design Document

Overview

- **Genre** : Racing
- **Platform** : PC & Next gen console
- **Main camera** : Back view
- **Target** : Micro machines fans, Small cars fans, racing fans
- **Multiplayer** : Local (Split screen) + Online

3
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Gameplay (1)

- **Arcade Style Handling + Drifting**

For an easy to learn start + a tech aspect hard to master

- **Use Power Up**

Allow the player far behind in the race to come back

Gameplay (2)

- **Wall drive**

Allow a new “dimension” to all the tracks with is own physics

- **Air control**

The players can direct themselves in the air to access special part of the track

look & feel (1)

Visual

the game want cartoon but not to saturated, something like we can see in Mario kart 8 with the track named “Ribbon Road”

Look & Feel (2)

Arcade based

Arcade control for a quick “getting started” and the possibility to play with friend who never play the game before

Time Attack friendly

The possibility to master all the tool given to the player in the purpose to have a game playable competitively

Look & Feel (3)

Architecture style

Common to the house build nowadays, with 2 stories + loft and a garden

Environment

All the race will take place in the house or near the house (roof, garden …)

The light in the level will change depending the ambiance we want to set up

Ex : a race near the swimming pool with a great sun to have a summer / holidays feel

Pacing

The Pacing of the game will be about exploring the house to discover new room equal to discover new race and unlock new vehicles

Game World

Context :

- "better-off" family

- 2 parents & 1 Child

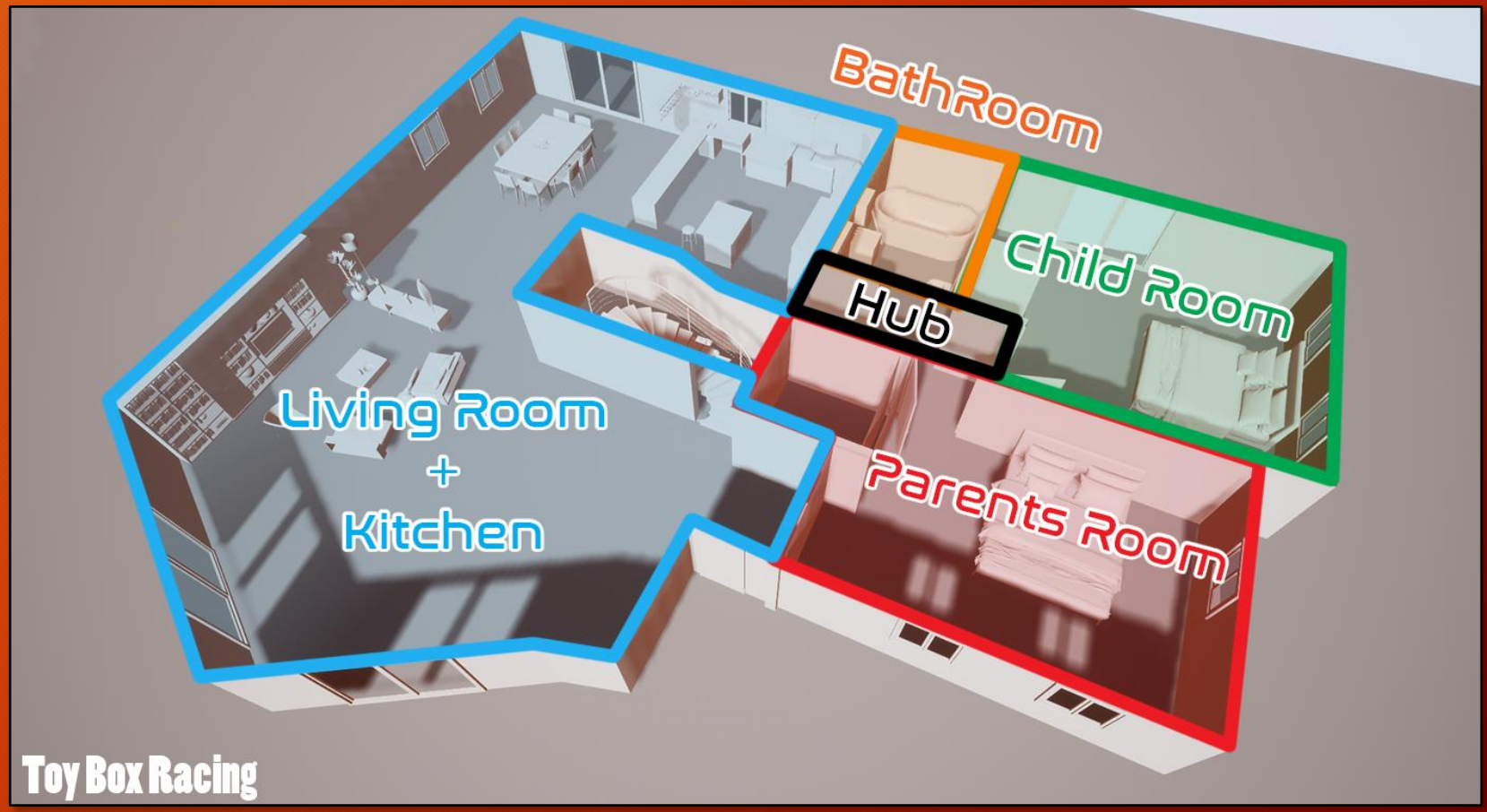
- The child have lot's of toys + spaces to play

The House :

- 4 rooms + Hub (corridor)

- (2 Floors + Garden)

- All those space have different race modifiers

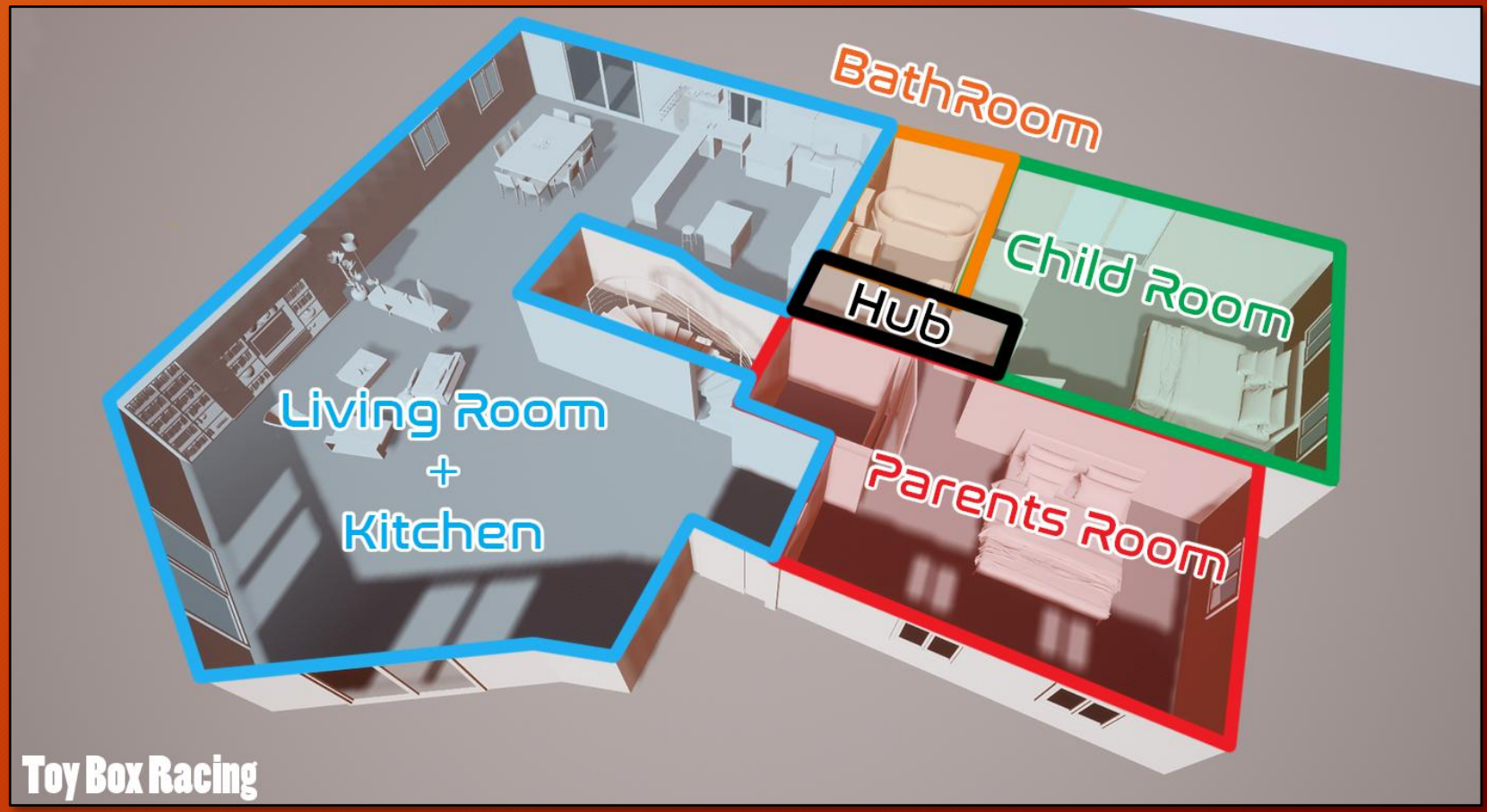


Playable Spaces in the proto

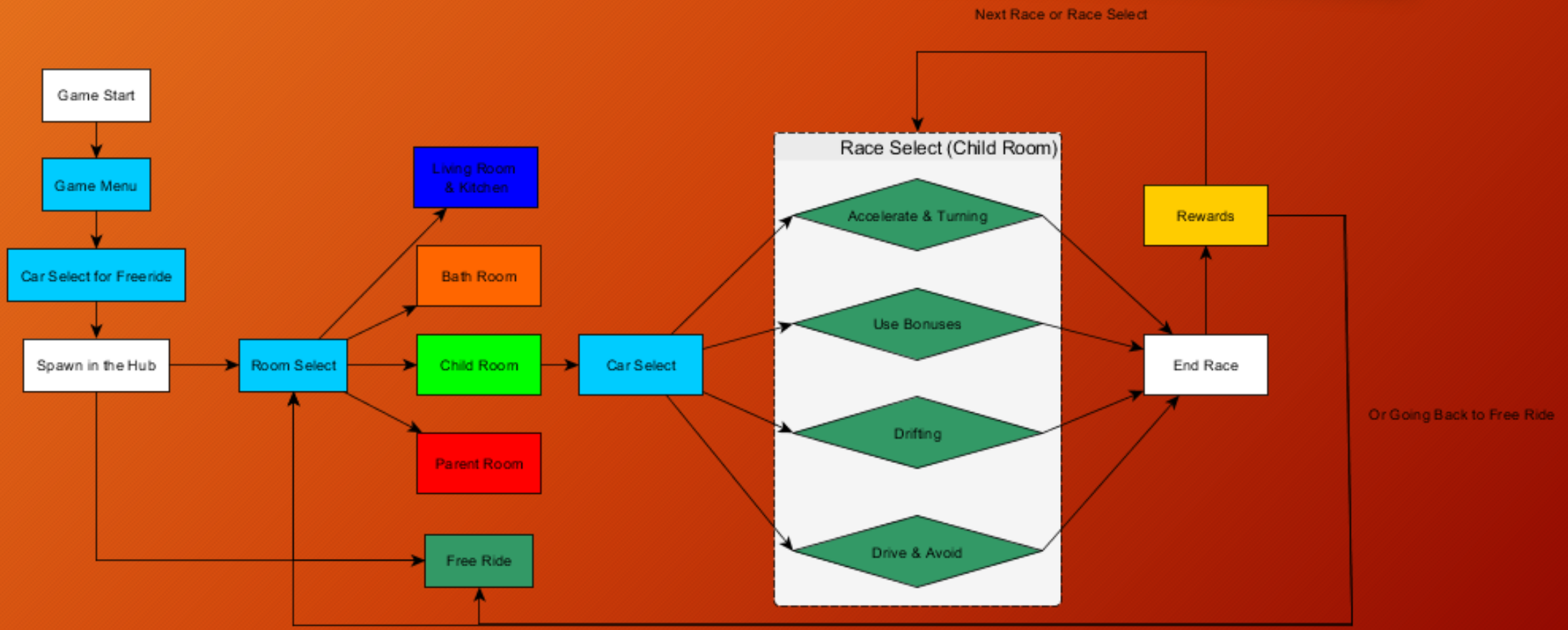
Summary :

- Hub
- Child's Room
- Living Room & Kitchen
- Bath Room
- Parent's Room

Ps : Difficulties are based on the colours of those area (like Skiing) from green to Red



Level Flow Chart



Hub

- The Place where you will choose where & what race you will do !
- You also can go in “free run mode” to explore the house or train your driving skills

Ref :

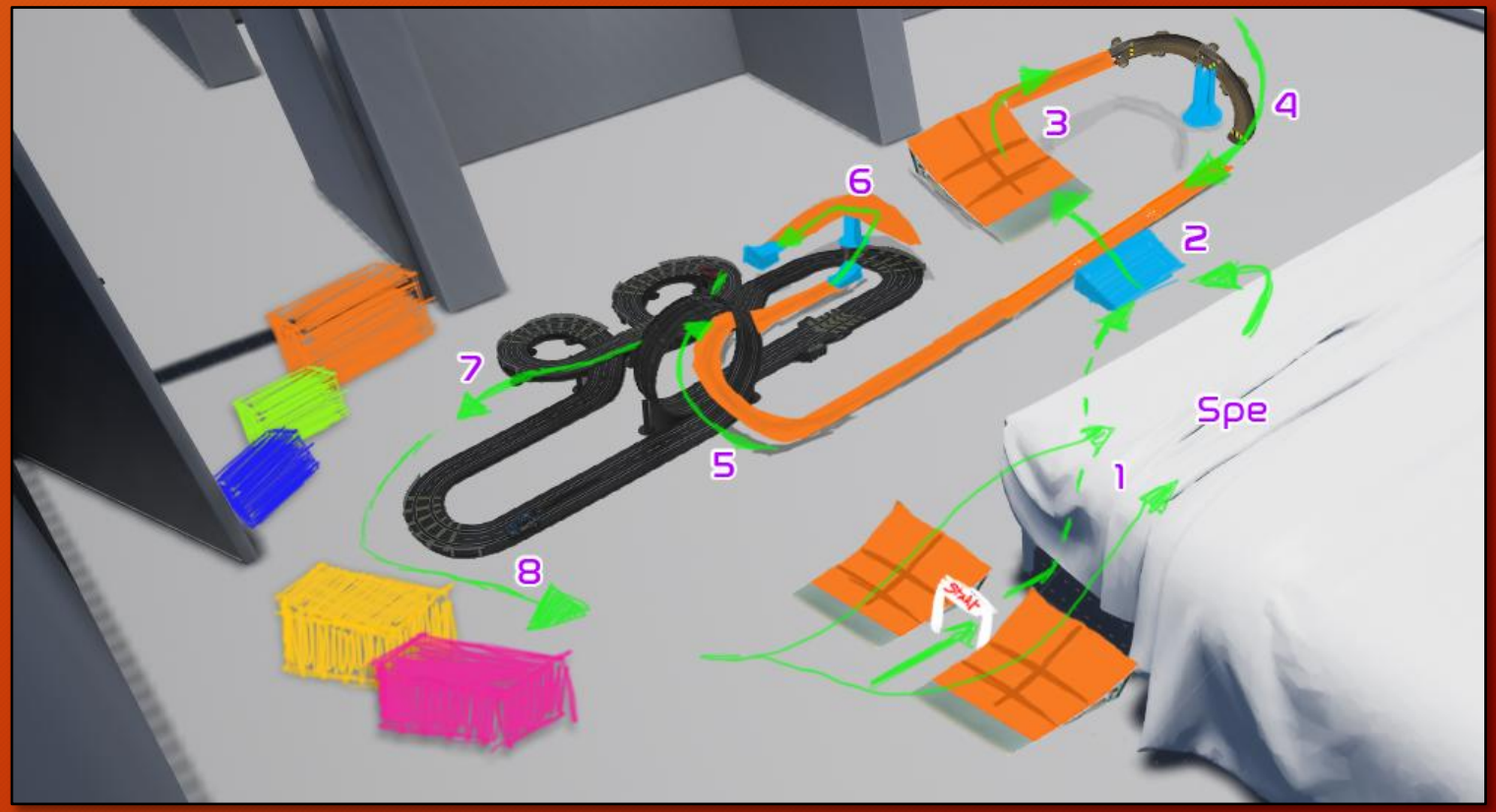
- **Diddy Kong racing 64**
- **Forza Horizon 3**

Mock Up Track explanations

- Numbers of the situation the player will face
- Special race part where the player will gain bonuses (speed handling short cut …)
- “Hot wheels” race part for the Speed (Straight , curved turn…)
- “Hot wheels” race part for Stunt (launching pad, Zero grave slope …)
- Road Block or track Borders

Child's Room

- The 1st Room the player encounter, it's a place of learning !
- The player must learn all the game mechanics the game offer to him
- Lot's of toys as the background or Level elements



Living Room & Kitchen

- The Largest Room the player will encounter in the proto
- All about full speed, jump and fast turns
- Driving in a wild space and between house stuffs

Bath Room

- Small Room but linked to the other through the canalizations
- Lot’s of curved curves like the bath tub or the toilets
- Player learn different friction cause of the different surfaces

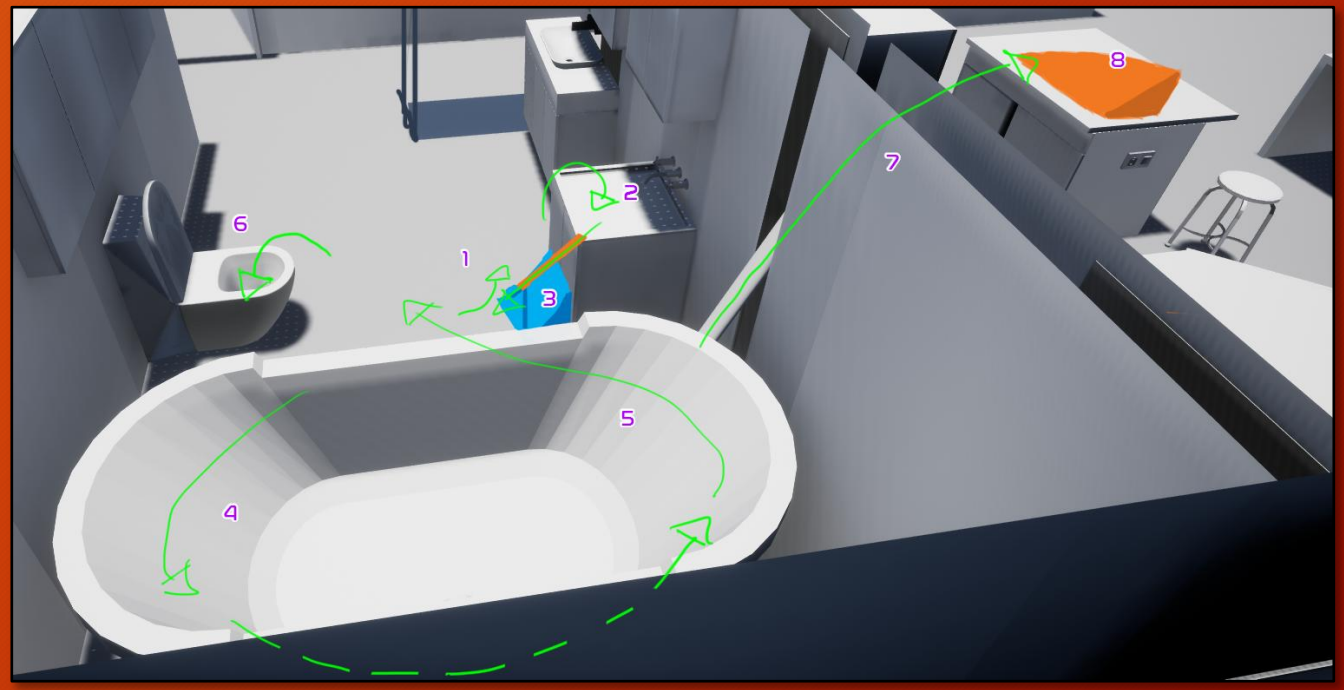


Image Ref (in the order)

- Sega Rally (Arcade, 1994)
- Mario Kart 8 (Wii U, 2014)
- Track Mania Turbo (Pc, 2016)
- Rocket league (Pc, 2015)
- Mario Kart 8 (Ribbon road, Dlc Animal crossing x Mario kart)