

CARMAGEDDONTV

Game Design Overview

Version 2.4



TABLE OF CONTENTS

| | |
|--|----|
| TABLE OF CONTENTS | 1 |
| INTRODUCTION | 3 |
| SCENARIO | 3 |
| CARMAGEDDON TV OVERVIEW | 3 |
| INTRODUCTION | 3 |
| GAME SNAPSHOT | 3 |
| SINGLE PLAYER STRUCTURE | 4 |
| WHAT IS IT? | 4 |
| HOW DO I PROGRESS THROUGH THE GAME? | 4 |
| I DON'T GET IT! | 6 |
| LEVEL EVENTS | 7 |
| WHAT ARE THEY? | 7 |
| EVENT 01- "SLAUGHTER CIRCUIT" RACING | 7 |
| EVENT 02 – "DEAD AIR" STUNTS | 9 |
| EVENT 03 – "RUBBLE AIN'T NO TROUBLE" DESTRUCTION | 10 |
| EVENT 04 – "RADICAL RUMBLE" CAR COMBAT | 11 |
| EVENT 05 – "FEEDING FRENZY" KILL ZONE | 12 |
| DO THEY GET HARDER AS I PROGRESS? | 12 |
| DO I HAVE THE ABILITY TO CHOOSE THE ORDER OF EVENTS PER LEVEL? | 13 |
| WHAT HAPPENS IF I FAIL AN EVENT? | 13 |
| CAN I REPLAY A PASSED EVENT? | 13 |
| HOW DO THESE EVENTS REUSE ASSETS? | 13 |
| WILL I GET BORED PLAYING THE SAME EVENTS? | 13 |
| AT WHAT TIME OF DAY WILL EVENTS TAKE PLACE? | 13 |
| SCORING | 13 |
| HOW IS MY PERFORMANCE JUDGED? | 13 |
| RATINGS | 14 |
| WHAT ARE THEY? | 14 |
| REWARDS | 14 |
| WHAT REWARDS DO I GET? | 14 |
| WHAT DO I HAVE TO DO TO GAIN A REWARD? | 14 |
| BONUS MODE – ' CARMA CLASSIC' CHAMPIONSHIP | 15 |
| BONUS MODE – RACE CHAMPIONSHIP | 16 |
| BONUS MODE – DEATHMATCH CHAMPIONSHIP | 16 |
| SECRET CAR TOKENS | 16 |
| PLAYER VEHICLES | 16 |
| HOW MANY VEHICLES DO I HAVE? | 16 |
| CAN I CHANGE VEHICLES HALFWAY THROUGH AN EVENT? | 16 |
| CAN I CUSTOMISE MY VEHICLES? | 16 |
| CAN I BUY WEAPONS FOR MY VEHICLE? | 16 |
| CAN I BUY UPGRADES FOR MY VEHICLE? | 16 |
| CAN I DAMAGE MY VEHICLE? | 16 |
| WHAT TYPE OF VEHICLES WILL BE AVAILABLE? | 17 |
| DRIVER UPGRADES | 17 |
| WHAT ARE DRIVER UPGRADES? | 17 |
| WHY UPGRADE THE DRIVER? | 18 |
| CAR WEAPONS | 18 |
| HOW DO I GET WEAPONS FOR MY CAR? | 18 |
| HOW DO I KNOW WHAT WEAPON I HAVE? | 18 |
| HOW MANY WEAPONS WILL THERE BE IN THE GAME? | 18 |
| POWERUPS | 18 |
| HOW DO I GET POWERUPS FOR MY CAR? | 19 |
| DO I GET TO KEEP THEM? | 19 |
| AI VEHICLES | 19 |
| WHAT DO THEY DO? | 19 |
| HOW MANY WILL THERE BE? | 19 |
| DO I COMPETE AGAINST THE SAME AI VEHICLES LEVEL TO LEVEL? | 19 |
| AI PEDESTRIANS | 19 |
| WHAT DO THEY DO? | 19 |
| HOW MANY TYPES OF PEDESTRIANS WILL WE HAVE? | 19 |



HOW MANY PEDESTRIANS WILL THERE BE ONSCREEN AT A TIME?19
 WILL THEY AVOID ME?20
 WILL THEY ATTACK ME?20
 WILL KILLING PEDESTRIANS BE FUN?20

ENVIRONMENT DESCRIPTION 20

 MALL MAUL..... 20
 AMUSED TO DEATH 20
 OPEN SEASON ON GOLFERS..... 20
 SAFARI PARK 21
 CARMAGEDDONTV: THE MOVIE 21
 DEAD DEAD NUDE NUDES 21
 RUN FOR THEIR LIVES 21
 ONE WEDDING AND A HELL OF A LOT OF FUNERALS 21

ADDITIONAL DESIGN ELEMENTS 21

 OSD 21
 FRONT END 22

THE WORLD OF CARMAGEDDONTV 22

 INTRODUCTION 23
 EVENT SETUP 23
 THE “GO FOR THE CHUM” CHAMPIONSHIP 23
 THE CARMAGEDDONTV SHOW..... 23
 CHARACTERS 23
 JOHN DAMAGE..... 23
 CHESTER..... 23
 OTHER CHARACTERS 24
 CHARACTERS IN THE GAME 24



INTRODUCTION

Visual Science updates the violent granddaddy of videogames with CarmageddonTV for the console market. CarmageddonTV will feature more outrageous ways to kill innocent bystanders than world has ever seen, and a wicked sense of humor that will slice its way through the red noise of the current glut of mindlessly violent videogames. Focusing vehicular combat and the mowing down of pedestrians into tightly designed events, all in the service of eliminating opponents and clearing an area of human life. Cars can be upgraded in-game with temporary weapon pickups and powerups for more effective kills, as well as customized with body modifications, colors and decal sets to make that killing even more stylish. A wide selection of theme music makes the deadly shenanigans all the more cheerful. The game is as unapologetically satirical and critical as it is violent. If it's wrong, we probably think it's right for obliteration on CarmageddonTV. And if it's right, we see nothing wrong in destroying that, too!

SCENARIO

Set in the not-so-distant future, society has been numbed by cushy, head-in-the-sand living. There's no black and white, only a dulling grey as news veers toward entertainment, and reality programming no longer hides its fiction. CarmageddonTV splash blood red on it all: the Atkins diet is this year's oat bran; the self-help industry only helps themselves to your money; vegetarians who eat meat on "special" occasions aren't actually vegetarians. *It's all bollocks!* as our neighbors across the pond say.

They can strike at any time, do anything, like the guys in *Jackass*, only they are much, much more deadly—in New York during a Parade, beneath the mountains majesty of the west's national parks at the height of tourist season, opening night at a posh film festival. Anywhere. Any time. Anything. Behind murmur of the crowd, motors are heard racing. The sound grows. Then the cars appear. CarmageddonTV has begun—a TV show that ambushes public events, cars racing around, performing stunts, mowing down spectators, all for broadcast on a pirate television broadcast that cuts into network programs. CTV has no sacred cows, and if they did, they'd be shish kebab along with the rest. It's subversive, anarchistic, murderous—and gets very high ratings. CarmageddonTV wakes people up. In an overstimulated world, the only thrill is the kill. Dying is the only way to live. And people want to see that. The government and the networks want to shut it down, because if the people pay attention to that kind of carnage, they might notice other things happening in the world.

The people who bring you CarmageddonTV say: "Get a life, or someone will take it from you. And it might as well be us!"

CARMAGEDDON TV OVERVIEW

Introduction

The redesign to CarmageddonTV is meant to enable Visual Science to produce a great game, worthy of bearing the Carmageddon name. To do this, we examined the core deliverables of the brand itself, the wishes of the publisher and critically evaluated our processes and resources. The result is an extremely streamlined game design that may at first glance seem greatly scaled back from original intentions. Instead, you'll find a game that is purer in its conception, fits better within the Carmageddon pantheon, and contains less non-critical layers between the player and the game itself. CarmageddonTV will be a AAA title not because it contains a wide range of features executed with varying degrees of success, but because it delivers a small, core set of features to the highest level of success.

Game Snapshot

In the single-player game experience, the player will take part in the CarmageddonTV "Go for the Chum" championship. In it, he will race, kill and destroy his way through 40 events, 5 each in 8 themed environments. The events themselves will be chosen from a core set of five basic types that can be



rearranged within themed environments and undergo incremental redesign across environments to produce recognizable gameplay that nonetheless remains challenging as they progress.

Initially, the player will have 2 cars made available to him. And additional 14 cars will be become available as awards, unlockable items, etc., for a total 16 player cars. There will also be a limited amount of customization available to unlock so the player can create a car that matches his personality. AI will use cars from the set of 16 player cars, both as a production efficiency and to tease the player with cars he'll be able to acquire later in the game.

The third person player character experience has been excised to return focus on the vehicular homicide element that is the core of Carmageddon. This also provides a great many design efficiencies that will allow other elements of the game to be produced to a higher degree of polish. While we believe that an out-of-car experience could be a key element to a future Carmageddon game, it is an element that currently does not deliver value for the effort it would take to make this a core mechanic of the current game.

One of the key areas to be beefed up in the current design is the presentation of Peds. With freed resources and focused design, Peds will finally truly bring levels to life, even as they serve as cannon fodder for the Player.

Finally, a coherent art direction—mature, gritty and cinematic—will sew together environments, characters, graphical displays and every other visual element in a way that will truly give the game an identity in the marketplace. This will be the best looking Carmageddon ever. And that, combined with the design focused on death and destruction, will make CarmageddonTV the most successful game of the whole bloody franchise!

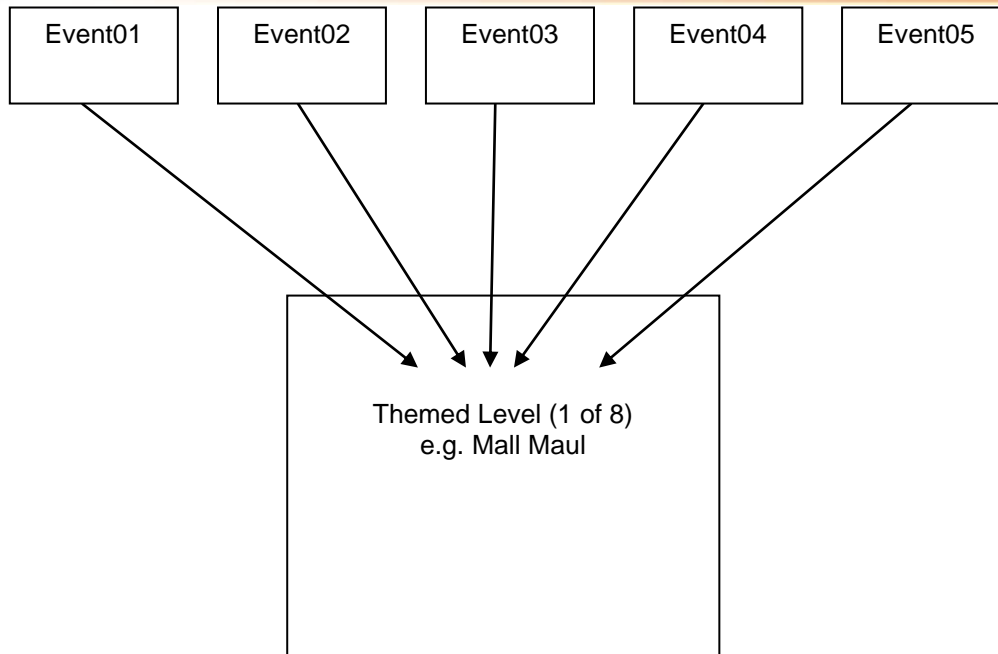
Single player structure

What is it?

The single player championship is a series of 5 game events based in 8 themed environments giving a total of 40 separate level loads. This enables reuse of assets and allows us to provide a rich and lengthy gaming experience for the player with great scope for replayability.

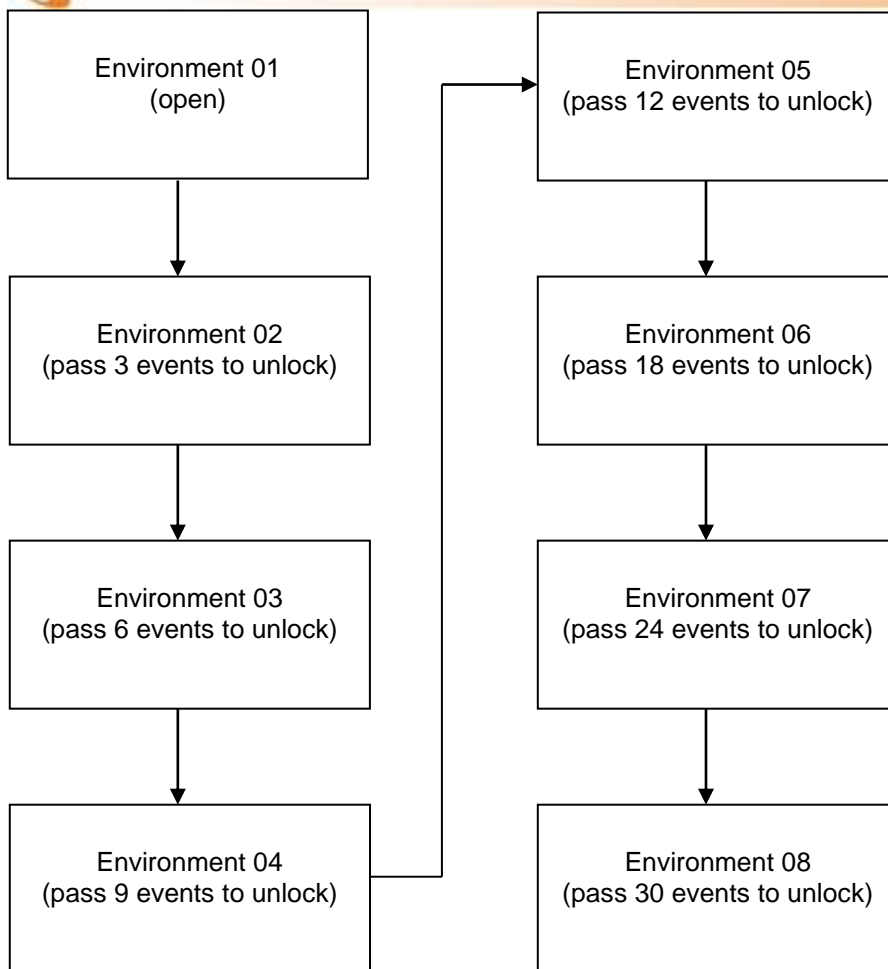
How do I progress through the game?

After selecting the championship mode, the player will be presented with the first themed Environment that will host all 5 game events (all other environments will be locked.)



The player can then select any Event in any order. If they select an event and pass it, they can then select any of the remaining events. If they select an event and fail it, they can then either replay it or select another event. The player will play in this environment until the criteria required to unlock the next environment are met. The 'Events passed total' is carried throughout the game.

The following diagram shows how environments will be unlocked:



I don't get it!

Looking at the above diagram, the player is competing in environment 01 and has passed two events. They must then select and pass at least one of the remaining three events before Environment 02 is unlocked. Once unlocked, they can choose to stay in Environment 01 and complete the two remaining events or continue to environment 02 and play any of the five events available in that level.

Because events are accumulative, the player will unlock environment 03 once they pass 6 events from any of the ten available in the first two environments.

Environment 03 unlocked = pass 6 events

Player has passed 3 events in Env 01 and 3 events in Env 02 – total passed = 6

Player has passed 4 events in Env 01 and 2 events in Env 02 – total passed = 6

...and so on.

As environments open, the player can move between them and select events in any order they like. Once players pass all 40 events they will win the championship and receive a rating based on their score.





Level events

What are they?

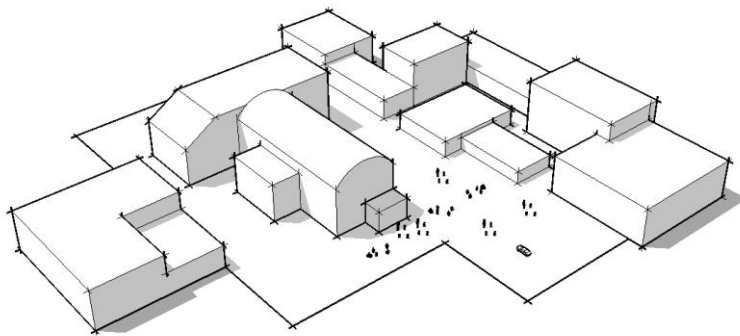
An event is a gameplay mechanic used inside a level. Each themed environment will host all five events and will be carefully designed to cater for each. The player's performance in events is compared against the highest score possible and the player is rated on a Bronze, Silver and Gold scale (actual symbols, likely meat-related, TBD).

e.g.

Gold 1:57:154
Silver 2:23:875
Bronze ??:?:???

The bronze time is left blank and the player will get at least a bronze if they pass an event then their time will appear in the bronze slot (unless they beat gold or silver.)

Take the Shopping Mall for example, the drawing below represents a complete environment (please note that the following levels are for illustration only and are not final designs.)



This environment will host all five events (as separate loads) as detailed below.

Event 01- "Slaughter Circuit" Racing

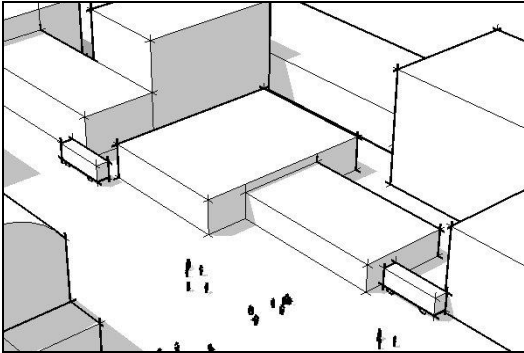
Line up alongside three AI opponents and race three laps via a series of checkpoints. Checkpoints must be triggered in order but there are no pre-set routes, it's entirely up to the player to pick a route between checkpoints. Shortcuts will be designed into the level and an optimum route will exist. There will be a time limit imposed between checkpoints and if the player does not make a checkpoint in the allocated time they fail.

There is only one rule – win! Close contact and cheating is not banned by CTV: in fact it's actively encouraged! Weapons and powerups will be available and pedestrians have not been informed that the race is scheduled – that would be far too responsible and who wants to race without killing anyway?

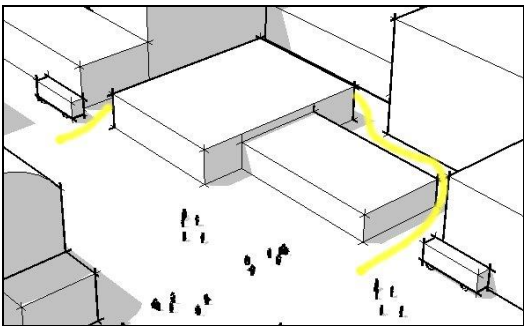


Environments will open up for race events, for example

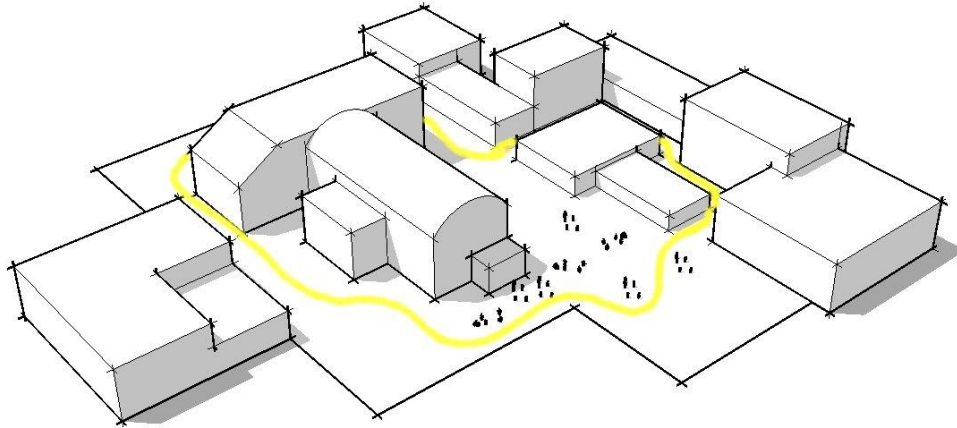
Here we can see that two Lorries are blocking the way...



...when the event starts the Lorries will reverse creating a new route...

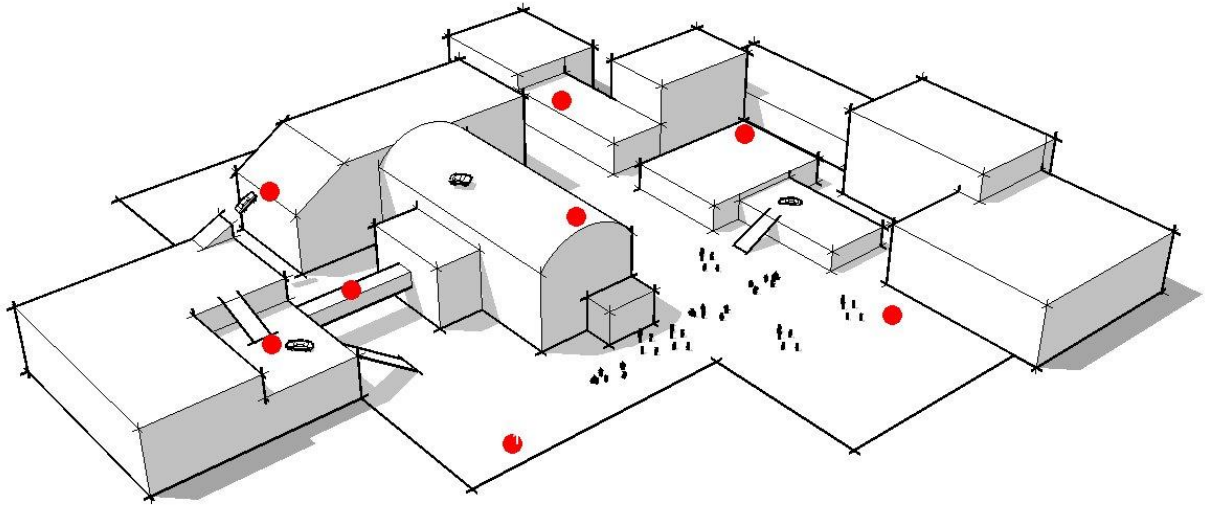


...the race event will now look like this.



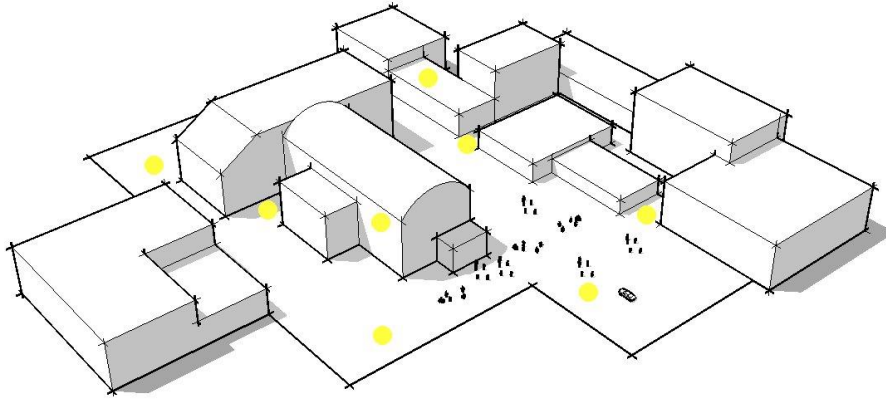
Event 02 – “Dead Air” Stunts

In this event CTV have rigged up a series of ramps within the Mall environment. Eight pickups (TBD) have been placed and the player has three minutes to collect them all in any order they choose. Sounds easy, but CTV have placed them in precarious locations and the player must use ramps to reach new heights. Oh...almost forgot, three AI opponents will also be doing their best to stop you succeeding.



Event 03 – “Rubble Ain’t No Trouble” Destruction

In this event, the player must destroy eight targets spread across the environment. These targets will be static to start with and will be moving in later levels to increase difficulty.



The targets will be themed to each environment.

e.g.

Mall – Mall signs (static)

Open season – golf carts (mobile)

Run for Live – paddleboats (mobile)

Fun Fair – Hotdog stands (static)

Objects whether mobile or static will have health displayed above them in bar form. The player can use weapons or crash their car into objects to destroy them. In the early stages of the game, the player will have to hit the target multiple times before it's destroyed. Later on they will have greater offensive damage stats (see driver upgrades) and may take them out with one hit.

The event is timed and our old friends the AI Opponent vehicles will be present to hinder the player like only they know how.

Event 04 – “Radical Rumble” Car Combat

In this event, the player is pitted against three AI opponent vehicles in a deathmatch.

The rules?

First to 10 kills wins and the event ends

Overall time limit of three minutes

If a contestant is killed, they lose a kill point until they reach zero (no negative points)

After the three minutes players don't lose kill points for dying and the game continues until a player reaches five.

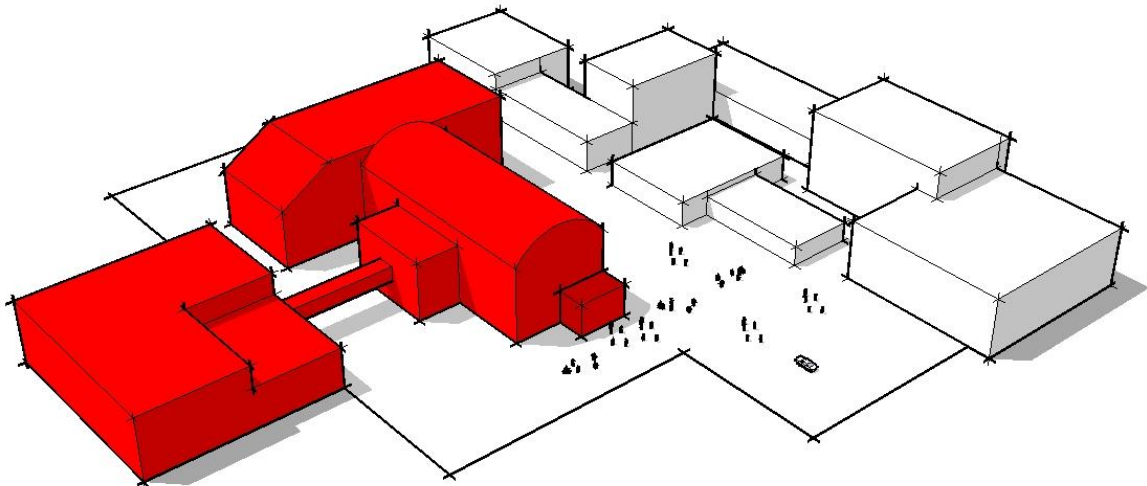
This event takes place in a completely open environment.



Event 05 – “Feeding Frenzy” Kill Zone

The inside of the mall is the only area used for this event. The player must kill as many pedestrians as they can within three minutes. Three AI opponent cars will be trying to do the same. Rules are simple, after three minutes the car with the most kills wins. If after three minutes there is a draw, the game will continue until the first leader kills one more ped.

Weapons and powerups will be placed and CTV have no preference as to how a ped is killed so if you want to take out a group of five peds with a grenade launcher then go for it!



This bonus level reuses existing assets and is a cheap yet nostalgic fun reward for original fans and a chance for new players to experience the old within the new.

Do they get harder as I progress?

Yes. This will be done by increasing AI abilities or decreasing time limits.



Do I have the ability to choose the order of events per level?

Allowing players to have some choice in what is a basically a linear game will add variety. Players will have favourite event types and could theoretically complete the game by playing these alone.

What happens if I fail an event?

An event can be played over and over again until it's passed. In fact, we don't expect you to pass an event first time and you may have to replay it a few times to familiarise yourself with checkpoints or target locations depending on event types.

Can I replay a passed event?

Yes. You can always try and improve your score in a particular event and your existing score will only be updated if your new score is greater. Your overall championship score will update automatically, as will your rating (if changed) when an event score has been bettered.

How do these events reuse Assets?

Code creates simple, clearly defined but adaptable components based on the five event game mechanics. These are reused in all eight environments.

Using all five of these events in all eight environments gives us a total of 40 separate level loads from only eight environment meshes.

Will I get bored playing the same events?

Good games are created by designing fun toys (cars) for the player to play with, providing a cool playground (environments) where they can use their toyset and imposing concise rules (events) for them to adhere to. Keeping things simple provides level designers with a solidly designed toolset that is incredibly flexible and allows them to customise events to fit each environment, therefore creating a unique experience each time.

At what time of day will events take place?

In a given level environment, different events will take place at different times of day. By changing such elements such as fog, lighting and the level skybox, we can cheaply and quickly create a variety of moods and times of day for each level, from morning to dusk to night.

Scoring

How is my performance judged?

Nearly everything in CarmageddonTV scores points.

- Killing any Peds
- Killing specific peds
- Killing specific groups of Peds
- Performing stunts
- Destroying environment
- Destroying opponent cars

Not only that, there will be many chances for multipliers:

- Stunts strung together
- Mass Ped kills
- Kills during stunts
- Kills strung together
- Kills using the environment (i.e. collapsing a bridge filled with peds)





- Kills using animals (causing a stampede of elephants to crush peds)

At the end of each event, the player will be presented a screen of detailed stats (How many Ped Kills, opponent kills, Animal Kills, etc) and the scores associated with each stat. These are then all added together to a single score.

If the player simply passes an event at bronze level then these scores are as is. If they pass at silver level then they are multiplied X2 and finally X3 for a gold level pass.

Throughout the game and in the summary, the feeling of the scoring should be like pinball: a good player is constantly racking up the points.

Ratings

What are they?

Once all 40 events have been passed, the cumulative score will decide what rating a player is given. These ratings will range from downright insults (for poor results) to intense praise for (guru like scores.) These ratings will be tagged to a players name in online games and by doing so, encourage them to replay the single player game and try harder in order to gain more respect online.

e.g. (pts are for example only)

| | |
|--------------------|-----------------------|
| up to 100,000pts | 'Roadkill Rookie' |
| 100,000–150,000pts | 'Lame Liquidator' |
| 150,000–200,000pts | 'Basic Butcher' |
| 200,000–250,000pts | 'Mainstream Murderer' |
| 300,000-350,000pts | 'Amateur Annihilator' |
| 400,000–450,000pts | 'Superior Slayer' |
| 450,000-500,000pts | 'Extreme Executioner' |
| 500,000–550,000pts | 'Supreme Slaughterer' |
| 550,000-600,000pts | 'Absolute Assassin' |

Rewards

What rewards do I get?

Carmageddon TV will constantly reward the player for progressing through the game. These rewards will include:

- New cars
- New customisation options
- New game modes

What do I have to do to gain a reward?

| Goal | Reward |
|---------------|---------|
| Pass 5 events | new car |
| | |



| | |
|-------------------------------------|-------------------------|
| Pass 10 events | front customisation |
| Pass 15 events | new car |
| Pass 20 events | Rear customisation |
| Pass 25 events | new car |
| Pass 30 events | Wheels customisation |
| Pass 35 events | new car |
| Pass 40 events | Side customisation |
| All deathmatch events to gold level | Death championship mode |
| All race events to gold level | Race championship mode |
| Win Race championship mode | new car |
| Win Death championship mode | new car |
| Pass all events to gold level | Carma Classic mode |
| Find a secret car token | new car |
| Win Carma Classic mode | Carma retro car |

Bonus mode – ‘Carma Classic’ Championship

‘Carma Classic’ does what it says on the tin, an event using the original Carmageddon rule set. A free-for-all race through a series of checkpoints and a lap count. If you complete all the laps, then the race is over and you’ll receive a time bonus. However you don’t have to take any notice of the checkpoints or laps. There’s more fun to be had by ramming other cars and mowing down the masses. A timer will count down and driving through a checkpoint will gain valuable seconds. Killing peds and destroying opponent vehicles also rewards extra time. The choice is yours. Once the timer reaches zero, the event is over and the player with the most points wins. Destroying all your opponents also ends the event.

The Carma Classic game mode is played across all eight environments. Scores are accumulated, finish all eight ahead of your opponents on the scoreboard to win.



Bonus mode – Race Championship

Eight races across eight environments. Race scores are accumulated (10pts for 1st, 8pts for 2nd etc.); finish all eight ahead of your opponents on the scoreboard to win.

Bonus mode – Deathmatch Championship

Eight deathmatch tournaments across eight environments. Deathmatch scores are cumulative; finish all eight ahead of your opponents on the scoreboard to win.

Secret car tokens

There is one hidden in each environment, find them to win cars. There are eight in total and they can appear in any event so keep your eyes open!

Player Vehicles

How many vehicles do I have?

The player starts the game with two cars available out of a possible total of **16**. Cars will be rewarded to the player based on game progress (see rewards section.) Once acquired, the vehicle will be added to the players' pool of available cars and can be selected for any event.

Can I change vehicles halfway through an event?

No, the player will choose a vehicle at the start of an event and cannot change it until that event finishes either through success or failure.

Can I customise my vehicles?

Customisation options are rewarded to the player for reaching certain goals (see rewards section.) Initially, players will only have the option to change vehicle colour and as the game progresses they will be rewarded with the ability to customise the following:

- Front Bumper
- Side Skirts
- Rear Bumper
- Wheels/Hubcaps

Once a customisation option has been rewarded it can be used on any of the current cars the player owns and will also be instantly available for any future cars they win. Players can customize their vehicle with available options in the Garage, which also serves as a vehicle selection screen.

Can I buy weapons for my vehicle?

No (see weapons section.)

Can I buy upgrades for my vehicle?

No (see driver stats section.)

Can I damage my vehicle?

The damage system will combine morphing car bodies with effects and textures to create severely damaged cars, similar to those in previous Carmageddon games. Like those games, the player will press and hold a Repair button to use Credits to restore a car's appearance on the go.





What type of vehicles will be available?

TBD

Driver Upgrades

What are driver upgrades?

Driver upgrades are part of a system that allows the player to upgrade their driving ability stats in-game.

Driver stats can be split into the following simple categories:

Acceleration

Improves a cars acceleration

Speed

Increases a cars top speed

Handling

Improves a cars grip

Offensive

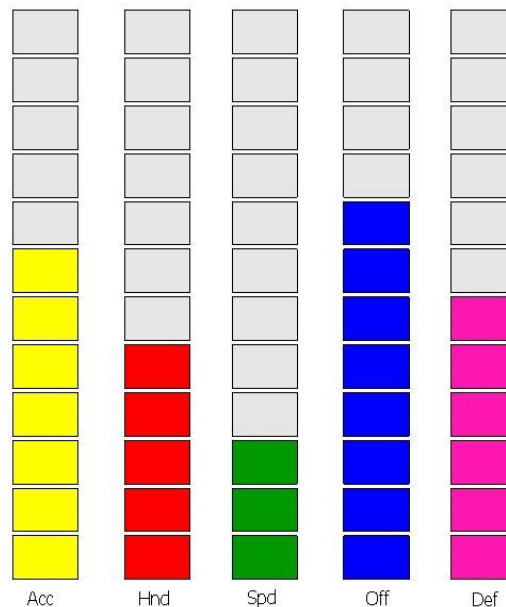
Improves the cars ability to cause damage in a collision

Defensive

Improves the cars resistance to damage from a collision

These will be displayed onscreen and colour coded.

In each level there will be yellow, red, green, blue etc. peds present and the player can increase their stats in a particular coloured category by killing the relevant coloured ped.



e.g.

For every 100 yellow peds killed, the acceleration column will increase a notch.





These stats will not reset between levels and the system will be tailored so that the player will not max-out all categories until near the end of the game.

Why upgrade the driver?

Upgrading the stats on the driver rather than the car allows players to choose any vehicle from their garage and have their acquired stats applied to it. The selected cars base performance stats will then be enhanced accordingly by the level of driver upgrade stats. This is a better system than the alternative car stat upgrade option where players would tend to stick to the vehicle they originally chose all through the game and try to upgrade that as far as they could and miss out on enjoying other cars they'd unlocked later in the game.

Car Weapons

Like other elements in CarmageddonTV, weapons are meant to be a simple and will be chosen for their basic mechanics and how simply fun they are to use. They will also fit in the basic rules of the reality of CarmageddonTV, i.e. no abstract weapons like a bubble machine or a "Love Gun."

How do I get weapons for my car?

Weapons will be represented in the environment as power up icons. Their duration and deployment will be similar to a cart racing game: you keep the power-up until you've used it, and cannot pick up another until you've used the current one.

How do I know what weapon I have?

All weapons will fit on all cars and will be represented by a distinct model that is placed on the roof. This will be designed so we don't have to create 16 variations of say a machine gun for each type of car.

How many weapons will there be in the game?

Currently, there are intended to be 10 weapons in CarmageddonTV. These weapons will be very different from each other (no 5 versions of a machine gun) and we will concentrate on quality rather than quantity.

Powerups

These items were core to the Carmageddon experience and will be brought back in their classic form. It will make them the least realistic portion of the presentation, but their value in bridging the gap between old Carmageddon and CarmageddonTV will be great. Also, they're pretty darn fun.

Powerups are divided into three basic categories:

- Car performance
 - Repair credit—spend these by pressing and holding the repair button to magically repair damage
 - Handling, acceleration and other performance items—temporary alternative to driver upgrade method.
- Over the Top powerups
 - The Granite Powerup—turns car into block of granite for smashing through things
 - The Eviscerator—explodes peds within an ten-foot radius of the car
 - The Levitator—lifts peds up and smashes them to the ground
 - Other extreme powerups that cause kills
- Humorous effect Powerups
 - The Big Head Powerup—gives all peds in the level a big head
 - The Nude Bomb—makes all peds in the level suddenly naked
 - Other similar effects that are more for their outlandish, humor value rather than their killing power



How do I get powerups for my car?

By simply driving over them.

Do I get to keep them?

No. They are temporary and will be used either instantly or have a lifetime depending on the type of powerup.

AI Vehicles

What do they do?

AI vehicles will compete with the player in all events. They will be aggressive and overtake/attack/avoid the player depending on the current game type.

How many will there be?

The player will compete against 3-6 other AI cars depending on event type.

Do I compete against the same AI vehicles level to level?

The AI cars will be selected from the same 16 car pool available to the player and placed in events at the discretion of the designer. AI opponents may use vehicles on a level that will only become available to the player in later levels. This will give a hint at what's to come and inspire the player to keep playing so that they can now drive that cool car they have just competed against.

AI Pedestrians

What do they do?

Pedestrians will populate the level and their primary function is to provide fodder for the player. Special types will also be present (see driver upgrades.)

How many types of pedestrians will we have?

There will three main categories of peds:

Generic – general public found in most if not all levels 5-10

Themed – only found in specific levels e.g. nude peds, golfers etc. (2 per level x 8) 16

Special – driver upgrade peds, bonus peds (1 bonus per level + 4 driver upgrade) 12

Total 33-38

How many pedestrians will there be onscreen at a time?

We want to populate the environments with as many pedestrians as is technically possible. This is critical to the success of the game and if cuts need to be made in other areas (AI, char poly counts) or we need to cheat to give the illusion of heavy population then it has to be looked at.

Carmageddon is a fast paced driving game and highly detailed models (at the expense of overall population) are not needed and not appreciated by the player. Similarly, complex AI is too subtle to be noticed and not worth the extra work and consequent overheads in game performance.





Will they avoid me?

Pedestrians will casually go about their daily business until a vehicle enters their surrounding vicinity, they will then enter panic mode. They will flee in all directions with some stopping in their tracks like 'a rabbit in the headlights', others will try and dodge whilst some will run straight at the car. Running down pedestrians will be a fine balance between skill(not too easy) and player gratification(not frustratingly hard.)

Will they attack me?

No. The pedestrians should fear the cars and avoid them at all costs.

Will killing pedestrians be fun?

Carmageddon is all about running over innocent civilians and doing so should be as much fun and as gratifying as possible within technical limitations.

This will be achieved by using:

- Ragdoll physics
- Dismemberment
- Blood particles
- Blood decals on cars
- Blood decals on camera
- Body parts bouncing off the camera
- Painful sound samples

ENVIRONMENT DESCRIPTION

Mall Maul

The world's largest shopping mall has opened, and CarmageddonTV is onhand—and at the wheel—to desecrate this church of consumerism. Unleash the elephants brought in for the grand opening celebration and herd them to trample the product-obsessed families. Wreak death and destruction inside the multi-level mall after using the escalators as ramps. Destroy as many pristine storefronts as possible, then grind shoppers into the fountain until the water runs red.

Amused to Death

This Disney-like amusement park is symbolic of shallow and annoying corporate entertainment. A place like this has had it coming since it opened. Those annoying characters that dance about and touch children inappropriately? Toast. Find the machine that pipes that cloying, cant-get-it-out-of-your-head song into the park and destroy it. Knock the cars off the roller coaster as they go by, giving park-goers the final ride of their lives!

Open Season on Golfers

The old boys wet their plaid pants when CarmageddonTV joins their country club without a membership and turns the green red with their blood. Play literally through dozens of golfers and spectators during a local tournament. Yell "Fore!" as you knock golfers flying, spiking them onto the hole flags for bonus points. Grind people into trees on the course's periphery to give them a "Rough Day". Crash through the front of the mansioneque clubhouse, knock the loose dentures from the old white guy's mouths as you liberate their minority help would would never be allowed to join. Then send even them, along with the club cronies, to Hell—which admits all indiscriminantly! Low hills and landscaping give tons of opportunities for stunts and jumps.





Safari Park

It's home on the not-quite range as CarmageddonTV drivers go on Safari for families and animals in a Wild Animal Park. Disable all the Range Rovers to drive visitors into the high grass and at the mercy of your car—and the hungry animals roaming the fake Serengeti. Hijack a Range Rover with a giant harpoon to plunge deeper into the Safari Park to discover the secret Jurassic Park area. Marvel at the cloned dinosaurs... then turn them into so many dino-kebabs!

CarmageddonTV: The Movie

CarmageddonTV gets the Hollywood treatment: it's big budget and stars Ahnold and Bruce. It's all unauthorized and the real CarmageddonTV is gonna shut down the set. Crash through the studio gates, wind your through the lot and crash into the soundstage to find a fake-mini-arena, complete with fake Carmageddon cars. These shatter like the plywood from which they are made when faced by a *true* Carmageddon vehicle. Locate and dispatch the fleeing stars. Invade other soundstages and disrupt other sets, collapsing or burning them down, killing additional celebrities. Those movies all suck, anyway. Drive up onto the scaffolding to bring them crashing down onto floor, catch air as you leap onto fleeing actors (being careful not to kill the writer!). Commandeer a spotlight to highlight fleeing superstars so that other drivers will target them. Kill the top-five-billed performers for a Casting Call Bonus!

Dead Dead Nude Nudes

CarmageddonTV ushers the cultural dinosaur of free love into extinction, invading a nudist colony set in an Oregon forest. Drivers bear down on nude men strategically holding guitars or playing what must be a very uncomfortable game of tennis. Nude women abound as well. Oh yes they will. Break up orgies and other activities taking place in the tents begging to be destroyed. And roast more than just wienies on the big bonfire. While you're at it, burn down the forest bit by bit to drive the hippies back into the present.

Run for Their Lives

Participants in the New York Marathon in Central Park get a real reason to run when CarmageddonTV drivers enter the race. As the starting gun sounds, the carnage begins, including many hills, bridges and docks to leap off of, especially across the lagoon to the island where cowardly racers (and extra weapons) hide in the forest. The jogging track makes a great race surface for the drivers, and beating (and running down) the lead runner scores Marathon Mega-points! Kill runners in the order of their numbers for additional bonus, as well as those annoying people whose idea of a pleasant walk in the park is a ride on their Segways.

One Wedding and a Hell of a lot of Funerals

CarmageddonTV contests the institution of marriage by crashing a wedding in a beautiful cathedral. Run over guests as they mill about or get a massive kill by knocking down the pews dominoes-style. Extra points for killing the bride and groom with the same missile. Destroy confessionals to reveal priests and altar boys in acts *not* of prayer. Dislodge massive organ pipes so that they fall and roll over remaining guests. Catch some righteous air off the altar or the backs of fallen pews. Race up to the choir loft show them the meaning of "Requiem."

ADDITIONAL DESIGN ELEMENTS

OSD

There will be a constant flow of information, a lot of which the player must be constantly informed about, but the screen must still be kept as free of clutter as possible. The basic elements of the display are:





- Level Map
 - Player's location
 - Opponent's location
 - Location of next goal or next place to go in order to complete the goal
 - Major landmarks and paths
 - For races, map shows checkpoints as well
- Speedometer
- Current Weapon(s) collected
- Current Score
- timer

The following information shows up contextually

- When a player has completed part of goal, i.e. killing one Ped out of five
- When a player has completed a goal
- When a player has achieved a bonus, i.e. string of stunts or special kill and/or any multipliers
- When a special event occurs ("The Gay Pride Parade is moving down Broadway!")

Certain modes will have their own OSDs

- Out-of-the-Car—Only Map and a countdown for how long before the player is killed by a swarm of Peds is shown
- Racing—Map shows checkpoints, a timer appears, the player's relative position during the race (1st, 2nd, 3rd, etc.) is shown, etc.

Front End

When the player enters the game for the first time, he is brought to a 2D map (possibly 3D topographical) of the United States. The direction is somewhat stylized to emphasize this is not reality.

On it will be ten locations. Eight of them will represent game levels, one will represent the player's Garage—where customization takes place—and another will represent Multiplayer, where the player can either challenge an offline opponent or go Online.

Initially, only three of these locations will be active: Level 1, the Garage and Multiplayer. (Also, it could be that Multiplayer offline could only be unlocked after completing most or all of single player Go for the Chum Championship mode.)

When the player enters a level, he is shown a screen representing the first of five Challenges contained in the level, and instruction of the goal of the challenge, such as "Kill 150 Peds in three laps of the race track!"

When the player finishes that challenge, he is offered then next one and so on until he finishes all the challenges in that level. He is then taken back to the map. The level he's just completed becomes locked out and the next level he is meant to play becomes unlocked. The player makes choices by using the D-pad to move a highlight and the X button to make a selection.

If a player wishes to exit a level before completing all the challenges—in order to go to the Garage, for example—then the level remains open and when the player selects it again, he will return to the last, uncompleted challenge.

It would nice if as the player progresses across America, or from location to location, that the map changes somewhat, as if the player is leaving a trail of destruction in his wake. Examples: the locked out location looks like a bombed-out crater, or the path from the old location to the new location looks like a blood-soaked carcass has been dragged between them. Something like that.

THE WORLD OF CARMAGEDDONTV



Introduction

Like deadly, mischievous children, John Damage (son of the legendary Max Damage) and his cronies bust into public events, whip the tar out of each other and their surroundings, then take off before a lazy police force can even muster the energy to switch on a siren. It's the only way they can get their kicks anymore. And since an enterprising cable access show host decided to go underground and start broadcasting the Damage gang's antics, CarmageddonTV has become a way for the world to get their kicks!

Event Setup

For every 'episode,' John and Chester, the host, decide a suitably crowded public event upon which to rain death and destruction. Mall openings are a big favourite—always tons of people and the guy who kills the most people holding balloons doesn't have to pay for beers that night. The night before the event, an Advance Crew makes subtle modifications to an area—rigging explosive devices, parking construction equipment nearby, bringing dangerous animals to the location—in order to make things a bit more interesting the next day. Who would expect to be trampled by an elephant coming out of Abercrombie & Fitch?

The next day, at the designated time, John and his pals descend on the site, living up to his name and legend by causing as much damage as possible. This include damage to each other—part of the name of the game is 'screw your buddy': yeah, you wanna win, but you wanna make sure the other guys lose, too. So they'll target each other as much as the crowd of innocents. But it's all in good fun (well, except for the innocents) and at the end of the day, the gang always ends up at the bar, talking about the day's exploits over drinks—even if one of them has to sip his beer through a straight because he's in a full body cast.

The "Go for the Chum" Championship

Carmageddon is something they do because they can, and the world seems to lack the power to stop them. Police response times have become so slow, despite the constant threat of a CTV event occurring at just about any moment, that if they even arrive at a location, Damage and crew are long gone. Mostly, this is because the police just don't wanna get hurt. And forget the military: they're too busy fighting in other countries to worry what goes on inside our own borders. That's what the police are for! Mostly, the CarmageddonTV "Go for the Chum" Championship is a competition for bragging rights: the driver who walks (or hobbles) away with the coveted "Golden Chum Bucket" is a legend among the gang and the viewing audience. And that's the other reason they compete—to give their viewers something to follow, drivers to cheer on.

The CarmageddonTV Show

A guy named Chester is the brainiac behind the CarmageddonTV concept. He ran a little watched show on religion and professional wrestling, in which he constantly compared the people to livestock, complacently chewing cud in a field, not much going on upstairs. This disdain was coupled with a sincere desire to *reach* people, to get through to them. To WAKE THEM UP!! A news item covering a recent Carmageddon massacre inspired him to hunt down John Damage and propose broadcasting the events on television. Not a proper show, mind you, but a pirate broadcast. Break into the airwaves and show the world the truth of their existence: CarmageddonTV events are just metaphors for life—you're born, you tune out, then you're rubbed out. John had no idea what Chester was talking about but agreed anyway—sounded like fun to be on TV.

Characters

John Damage

Son of the legendary Max Damage, John carries on his father's lethal legacy. A man of almost pure action and few words, he's gathered 'round him a rowdy, but tightly knit, group of psychopaths. They follow him like children, and he disciplines them like his father disciplined him: with a rocket launcher after being given a ten-second head start in the family station wagon.

Chester

Passionate, eccentric and enterprising, Chester is a collegiate bohemian who sees CarmageddonTV not as a purveyor of public executions (a simplistic judgement he instantly dismisses), but as a tool to re-energize





and re-form society. He's the 'voice' and the face of CarmageddonTV: he introduces each event after his signal locks onto the normal broadcast frequencies and he appears before his audience through a digital snowstorm. He'll also add commentary in events, pointing out particularly good manoeuvres, relating them to the history of the event and generally adding very Chester-ish quips and observations. He doesn't have any of the polish of a network TV announcer: his style is rough, conversational and he seems low-rent in most regards, very much in the local cable access TV show host mode.

Other Characters

These are in development, but there will be seven other characters, each with a distinct personality. Basically, they are a bunch of rowdy buddies (one or two will be women—the kind of road-hard-and-put-away-wet women that hang with a rough bunch of guys). Like the guys in Jackass, they are inherently masochistic, competitive and will go out of their way to cause each other pain and damage. And even near-death experiences will leave both parties nearly weeping with laughter—they never get angry with each other.

Characters in the Game

Currently, characters will only appear as concept art and will only be represented in-game as voices. The voices will be used in events, similar to how they are implemented in Destruction Derby, with context-sensitive dialogue. The tone will be a bunch of buddies out on a lark—rather than enemies competing—which will be nice twist on the standard motivation for dialogue, and should provide a humorous contrast to circumstances.

