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# CarmageddonTV Multiplayer Online Design Document V1.2

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## OVERVIEW OF MP ONLINE GAME

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The multiplayer and online section of *CarmageddonTV* will bring people together from all over to share in the glorious carnage.

Online, players will be able to challenge up to 7 competitors in events taken from the offline mode, as well as some online-only events. Players can also form and join teams, compete in tournaments or just hang out and chat with other dangerous individuals.

Player can challenge each other to Slaughter Circuit Races, slug it out in a DeathMatch arena or play exclusive multiplayer games such as Capture the Corpse. Each will feature plenty of head-to-head action, as well as innocent bystanders to get in the way of those fast and lethal cars.

Races can be one-off challenges or series of races can be organized as a series. Those facing off can be individuals or teams.

Best of all, there will be a strong community environment for people to share their favorite killing methods, and an extensive, publicly-posted stats system that will reveal whether those boasts have any basis in reality! The community carnage aspect is bolstered by Sony EyeToy support on the PS2, so that players can upload photographs of their faces, and headset support, allowing voice chat in lobbies and trash talk during events.

CarmageddonTV Online—bringing world of hurt to your home!

## MULTIPLAYER ONLINE GAME MODES

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Online games will consist of the following described as follows. The player will enter with a car chosen from his Garage.

### “SLAUGHTER CIRCUIT” RACING

Here, up to 8 players can race against each other in lap-based circuit races taken from the offline Slaughter Circuit race tracks. The host sets the following options:

- The track
  - Track variant, i.e. basic race, last car elimination, etc.
- Name of the track (for identification on a server)
- Number of laps needed to win
- Presence of Peds on the track
- Single race or Series
  - Number of races in to win, if series
- Individual or Team competition
  - Create event specific teams and names if players don't have their own teams
- Filters for level of player allowed in game
  - So that game competitors are of similar level, if desired
- Password entry
  - If only friends are invited
- Whether players can join mid-event

### “RIGHTEOUS RUMBLE” CAR COMBAT DEATH MATCH

This is a free-for-all where the primary goal is to destroy all other opponents' cars and be the last on in the arena, also chosen from those available in the single-player mode. The Host sets the following parameters:

- The arena
  - Arena variant, i.e. basic, team, Fear the Reaper, Be the Reaper, etc.
- Name of Arena (for identification on a server)
- Length of event
- Win scenario
  - Last Man standing, Most kills, etc.
- Presence of Peds on the track
- Number and type of weapons and pickups found in arena
- Single event or series
  - No. of Events to win
- Individual, free-for-all play except where variation is concerned (as indicated above)
- Filters for level of player allowed in game
  - So that game competitors are of similar level, if desired
  - Limit race to certain class or type of car
    - For example, only mid-level cars
    - For example, only a specific special vehicle, like a Golf Cart
- Password entry
  - If only friends are invited
- Whether players can join mid-event

## CORPSE 'N CARRY

This is a themed version of a traditional multiplayer game where a players compete to retain possession of an item for the longest amount of time during a round. A player carrying the item, in this case, a corpse stuck to his roof, will be pursued by others who will attempt to ram or shoot him. If a player takes a major hit, or is destroyed, the corpse falls to the ground and can be picked up (by driving over it) by another player, who now becomes "it." At the end of this timed event, whoever had the corpse on his roof for the longest aggregate amount of time wins the event.

- The location
- Name of location (for identification on a server)
- Length of event
- Number and type of weapons and pickups found in arena
- Select from a menu of Special Peds as corpse
  - I.e. Spiffy the Squirrel, Santa, etc.
- Single event or series
  - No. of Events to win
- Individual or Team competition
  - Create event specific teams and names if players don't have their own teams
- Filters for level of player allowed in game
  - So that game competitors are of similar level, if desired
  - Limit race to certain class or type of car
    - For example, only mid-level cars
    - For example, only a specific special vehicle, like a Golf Cart
- Password entry
  - If only friends are invited
- Whether players can join mid-event

## PED HUNT

In this mode, Peds are released into the environment one at a time. Players then rush to the location of the ped to score the kill. Once that ped is killed another is released in another area of the environment. Players compete for top score. Additional settings include whether the event is timed or played to a high score, the score being played to and whether Peds spawn in intervals (every 10 seconds, for example) or just spawn after the last ped is killed.

- The Arena
- Name of Arena (for identification on a server)
- Length of event
- Win scenario
  - Most kills by time is up
  - First to X number of kills
- Rate at which Peds are released
  - Possible to release 2 or 3 at a time
- Number and type of weapons and pickups found in arena
- Single event or series
  - No. of Events to win
- Individual or Team competition
  - Create event specific teams and names if players don't have their own teams
- Filters for level of player allowed in game
  - Limit race to certain class or type of car
    - For example, only mid-level cars
    - For example, only a specific special vehicle, like a Golf Cart
  - So that game competitors are of similar level, if desired
- Password entry

- If only friends are invited
- Whether players can join mid-event

## CAPTURE THE CORPSE

This is a team-based, Capture the Flag scenario, where teams of 2, 3 or 4 players try to gain possession of a corpse and bring it back to their home base. Similar to Corpse 'n Carry, a captured corpse appears on the roof and can be dislodged during combat.

- The Arena—modified from existing single-player environments so that they have designated “Bases”
- Name of Arena (for identification on a server)
- Length of event
- Win scenario
  - Most Flag captures before time is up
  - First team to X number of captures
- Number and type of weapons and pickups found in arena
- Select from a menu of Special Peds as corpse to capture
  - I.e. Spiffy the Squirrel, Santa, etc.
- Single event or series
  - No. of Events to win
- Create event-specific teams and names if players don't have their own teams
- Filters for level of player allowed in game
  - Limit race to certain class or type of car
    - For example, only mid-level cars
    - For example, only a specific special vehicle, like a Golf Cart
  - So that game competitors are of similar level, if desired
- Password entry
  - If only friends are invited
- Whether players can join mid-event

## Online Event OSD

During an event, the OSD and messages will give the player constant feedback as to how they are doing.

Displayed all the time:

- Timer (if limit specified)
- Player name
- Player kills / max
- Player position
- Kill events and status lines, such as “Johnny Napalm blasted the Kid away”, etc.

Displayed on a button press or when dead (until respawn):

- The above, plus
- Full scores table (name, kills, played time, etc.)

In addition, player names and health bars will float over opponents in order to identify them.

## ADDITIONAL MULTIPLAYER DESIGN NOTES

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### CARS

As indicated in the Single Player GDD, the player will be able to upload the vehicle of his choice to use online. This will include any vehicle currently found in the player's Garage, as well as any customizations and weapons the player has applied to that vehicle. The player may also use a special vehicle, such as the JCB online. In addition, as indicated above in Host settings for each event type, the Host may limit events to particular cars or special vehicles—such as having a JCB-only race. Players without a JCB in their Garage may, at the host's discretion, be prevented from participating (so that players of a consistent skill level, ability, and progression through the one-player game can be grouped together) or may use a generic vehicle provided from a stock list online. In the latter case, if the player uses a vehicle he has NOT unlocked offline, he may NOT download that vehicle or otherwise unlock it offline via online play.

### PEDS

Due to technical limitations, the appearance of Peds in online events will be mostly for visual flair and to give events the Carmageddon flavour. As such, except for events such as Ped Hunt, Corpse'n Carry and Capture the Corpse, where the position of specific Peds are key to the gameplay, Peds will be arbitrary and will not be tracked by the system.

### TEAMS

Players will be able to organize themselves into teams and, besides racing individually, compete as a team in some events. Each player will have their team's insignia decal on their car as well as a team name prefixed to their player name.

Teams can be formed from Buddy Lists or individually selected. They can be formed on the fly, with the host creating the team names for that specific event, or teams can be formed in the Settings menu.

Points earned in team events are distributed among the entire team, based on the order each member of the team finishes. So, a player who has come in last place can still earn points for his team when a teammate has won the event. The first place winner earns the lion's share of the points and the rest are divided, weighted by final position in event.

A player can only belong to a single team at any given time, except in the case of on-the-fly teams. If a player belongs to a team, he must quit that team in order to join another one. However, anyone can join an event-specific team, i.e. a host-created team for a Capture the Corpse event where individuals from different teams join a team for that event only. Team performance stats only apply to the events in which these on-the-fly teams participate, and do not apply to individuals' team stats. However, any individual stats earned during these events do apply to the player's individual stats. Teams are dissolved when events are over and these team stats do not persist.

### INVITATIONAL SERIES

An Invitational is when the Host chains together a series of events. Among selecting the events' parameters, the Host invites others to participate, via his Buddy list or from the Lobby.

Hosts of a Championship Event can mix and match types of events to create the series, comprised of any or all of the online event types. For example, a host may create a championship comprised of three Slaughter Circuit Races, followed by a 2 Righteous Rumble Death Matches and ending in a long Capture the Corpse event.

Points are scored based on the series configuration with individuals and teams earning points by event and across the entire series. At the end of the event, a table summarizing all events stats—individual and team standings, points accrued, etc.—is presented to the participants. These points (and other underlying stats, such as Most Suicidal) are then applied to each participant's master score and Ranking tables are updated accordingly.

## **MULTIPLAYER ONLINE MENU CHOICES**

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When enters the CarmageddonTV Multiplayer sub-menu, he will be able to go to an online lobby, set up or manage his profile and setup or manage his EyeToy data (for PS2).

### *ONLINE*

Player can choose to go to his default lobby. If this is the first time the player wishes to go online, and a profile has not been created, he is prompted first to create a profile.

### *PROFILE*

Here, the player creates and manages a profile, particularly a screen name by which he will be identified while playing online. Once this has been created, data can be stored on a memory card, updated to or from online.

### *EYETOY*

For PS2 only, CarmageddonTV will include functionality to support taking pictures for EyeToy. From the front end menu, the player can select EyeToy, then take several pictures, which will be uploaded to an online area and used to identify the player online.

The first time the player enters the online area, he will be prompted to take EyeToy photos. However, he may choose not to do so and can play online without taking pictures. If the player attempts to enter the online arena without EyeToy data, he will be asked if he wishes to take pictures at that time. Again, the player can continue without taking pictures.

When the player does take pictures, they will be as follows and used to convey specific moods or emotions, particularly showing how the player is doing in a particular event.

#### **Happy/Victorious**

Picture of player smiling is used when he wins an event, or when his stats find him at the top of a community stats table.

#### **Unhappy**

Picture of player frowning that will be used when the player has lost an event, or if his stats find him at the bottom of a community stats table.

#### **Overall Personality**

This will be the player's default personality in chat rooms and at the start of an event.

#### **Lagging**

This picture will show the player worried or as if exerting lots of energy. It will be used when the player is behind third place in an event.

#### **Aggressive**

This will show the player cocky, swaggering as if bearing down on an opponent. It will be used when the player is doing better than fourth place.



For players on Xbox, or those without EyeToy on their PS2's, and those not wishing to use photographs of themselves online, we will provide a set of images for players to choose from to represent the above conditions.

## ONLINE LOBBY

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When the player goes online, he is taken to a lobby. If it is set to be activated, the player will see their Buddy List, a List of others in the Lobby, a selection of servers hosting games the player can join, a news ticker of information on games taking place or any other information we wish to transmit (advertising, promotions, special events, etc.) and menu choices for the following options:

- Join a Game
- Host a Game
- Enter QuickPlay
- Chat with Buddies or others in Lobby
- Enter the Community Stats Center
- Edit Online Settings

The player can choose among lobbies that are organized by territory (USA, Europe, Asia, etc.), by event type, and by player skill level, so that players can always find fair matches and chat with those at the same level.

Certain areas, chat rooms and servers will only be available according to a Ranking system based on the player's stats.

### JOIN GAME

Upon selecting this option, the player will be presented with a server list displaying the following information:

1. The server name
2. The server ping
3. The number of players playing on that server
4. The current game mode being played and
5. The current event name.

The player will be able to sort this list based on any of this information. i.e. Displaying servers with the lowest ping first or displaying servers playing on a certain track. This will cut down on the length of time the player has to scan the server list to find a suitable game they wish to play in.

### HOST GAME

If the player wishes to host a server they will have options to:

1. Name it
2. Set the maximum number of players allowed on the server
3. Define the track type and the track cycle.
4. Set a password (protected server)
5. Set a minimum ping rating
6. Limit the server to a particular level of player
7. Limit server to only those on his buddy list
8. Invite players to join event

## Quick Host

In addition, the player may set in their Online Preferences quick host options, if he has a favorite event and settings, i.e. Death Match with people on his Buddy List. Rather than having to go through the process each time, preset data can be saved and called up in one button push.

## QUICK PLAY

If the player chooses this option from the online main menu they will be thrown into a game where an event is about to start. This option just lets the player start playing online with the minimum of fuss and time.

## CHAT

The player can select a name from either his Buddy List or Lobby list and request a chat or invite the player to join a race or team. The player receiving the request can refuse. If the player wishes some more information about the person he is about to chat with (or is chatting with), upon selecting the other person's name, the following short stats will appear:

- Player's online name
- Larger version of player's default EyeToy icon
- Number of points in offline game
- The vehicle he is currently using
- Number of cars in Garage
- Individual Events Won
- Number of Series of Events Won
- Favorite Weapon

In addition, icons to the right of a listed player will indicate whether that person has a headset and if they are part of a team. If a chat request is accepted, and both players have headsets, they may use voice chat. If only one player has a headset, that person may use both text and voice to chat and the one without the headset may use text to chat.

## Buddy List

Players will be able to store a list of their online friends and teammates in a Buddy List so that they can find them online, invite them to participate in a race or simply monitor their online progress.

If the Buddy has uploaded EyeToy pictures, his default photo will show next to his name (this feature can be toggled). An icon will also show if the Buddy has a headset attached. In addition, the Buddy List can be subdivided by groups of friends, or even teams. And a team icon will appear if a Buddy is on the Player's team.

The player can add or remove people in his buddy list from here as well. He can also turn his buddy list off, or hide from buddies.

## HALL OF FAME

Here, the player can see other players' stats and ranking. A wide variety of stats will be represented in the following primary categories:

- Community Stats. These include:
  - Top ten players for each event type
  - Bottom ten players for each event type
  - Top and bottom ten players over all

- Novelty stats
  - Most easily killed
  - Toughest to kill
  - Mostly likely to commit suicide
  - By weapon and who uses an individual weapon the most, etc.
- Personal Stats
  - A table showing the player's rankings compared to the community in a variety of stats, especially if he is not in the top ten
  - Buddy Stats
    - The player can track the stats of his buddies, as well
  - Team Stats
    - Stats pertaining to team performance in events and tournaments
    - Rankings of team members relative to each other in team events
- Rival Stats
  - A table that shows he stacks up against competitors who the player has faced the most
    - Who are the ten people who've killed the player the most times
    - Who are the ten people the player has killed the most times

## ONLINE SETTINGS

Here, the player will control the look of his Lobby and other features, such as:

- Buddy List
  - Adjust default on or off status of Buddy List upon entering Lobby
- Change Default Lobby
  - Change Lobby region
  - Change Lobby by Stats level
  - Change Lobby by Event Type
- Enter/View/Edit Quick Host Data
  - Create Hosting Parameters and save by file name

## HEADSET SUPPORT

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In addition to EyeToy, to further enhance the online experience, and bring the community aspect more to life, CarmageddonTV will support a USB headset:

### HEADSET

While text chat will be default, players with headsets will be able to speak directly to other players, both in the chat area and during events. The racing experience especially will be enhanced, allowing lots of trash talk and banter during events. There will also be a facility in team play for players to have team-specific "frequencies" so that coordination can occur between teammates during an event.

### ***IMPORTANT NOTE!***

The implementation of above features are subject to review by publisher legal department on how to handle the potential of obscene material, i.e. pictures of non-facial parts of the body for EyeToy and obscene or inappropriate language over a headset.

## ADDITIONAL NOTES

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### ***SPLIT SCREEN/2 PLAYER OFFLINE***

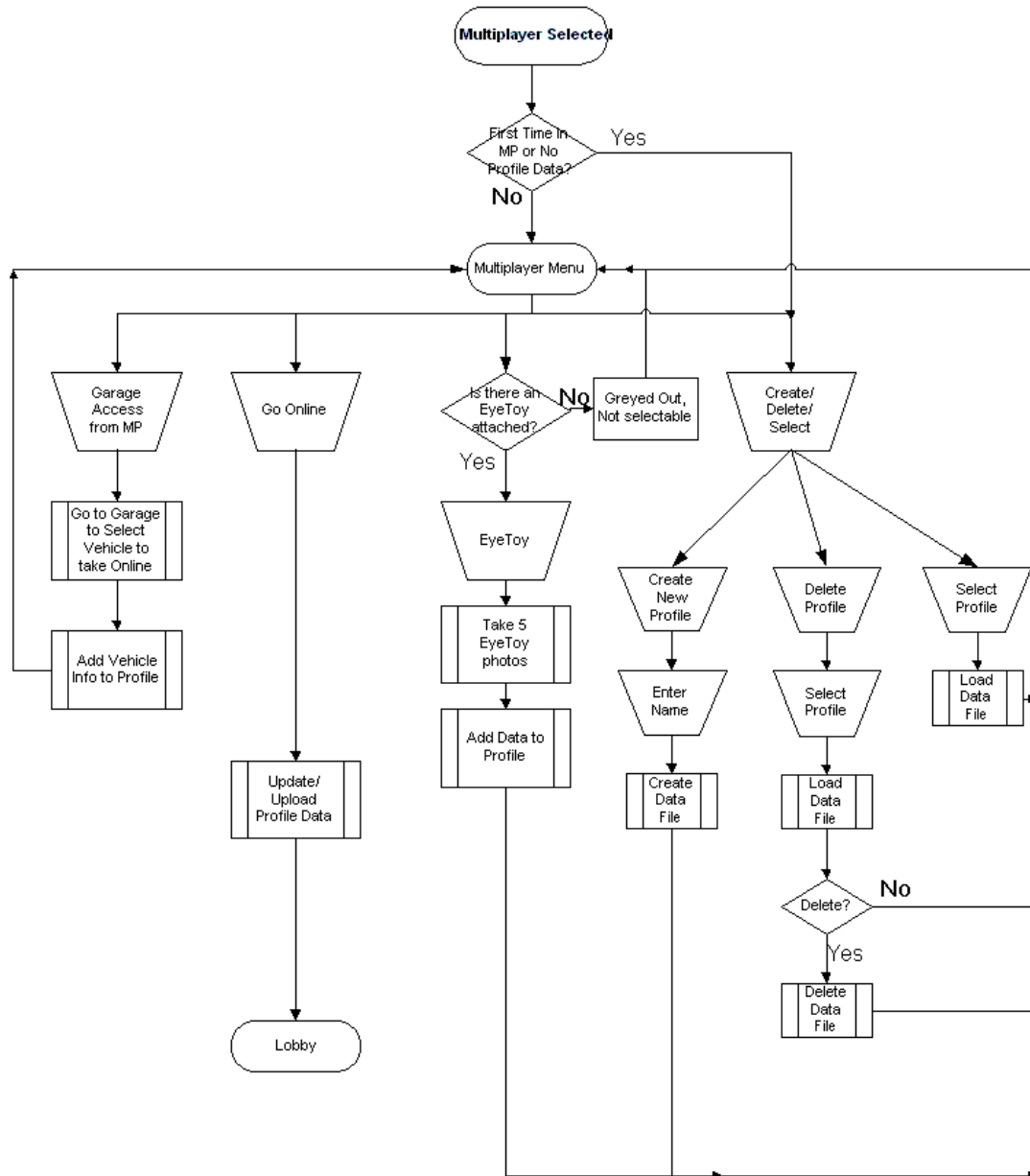
Due to current resource, schedule and technical limitations, two-player split screen offline modes will not be included in this design.

### ***ONLINE ELEMENTS REQUIRING MAINTENANCE***

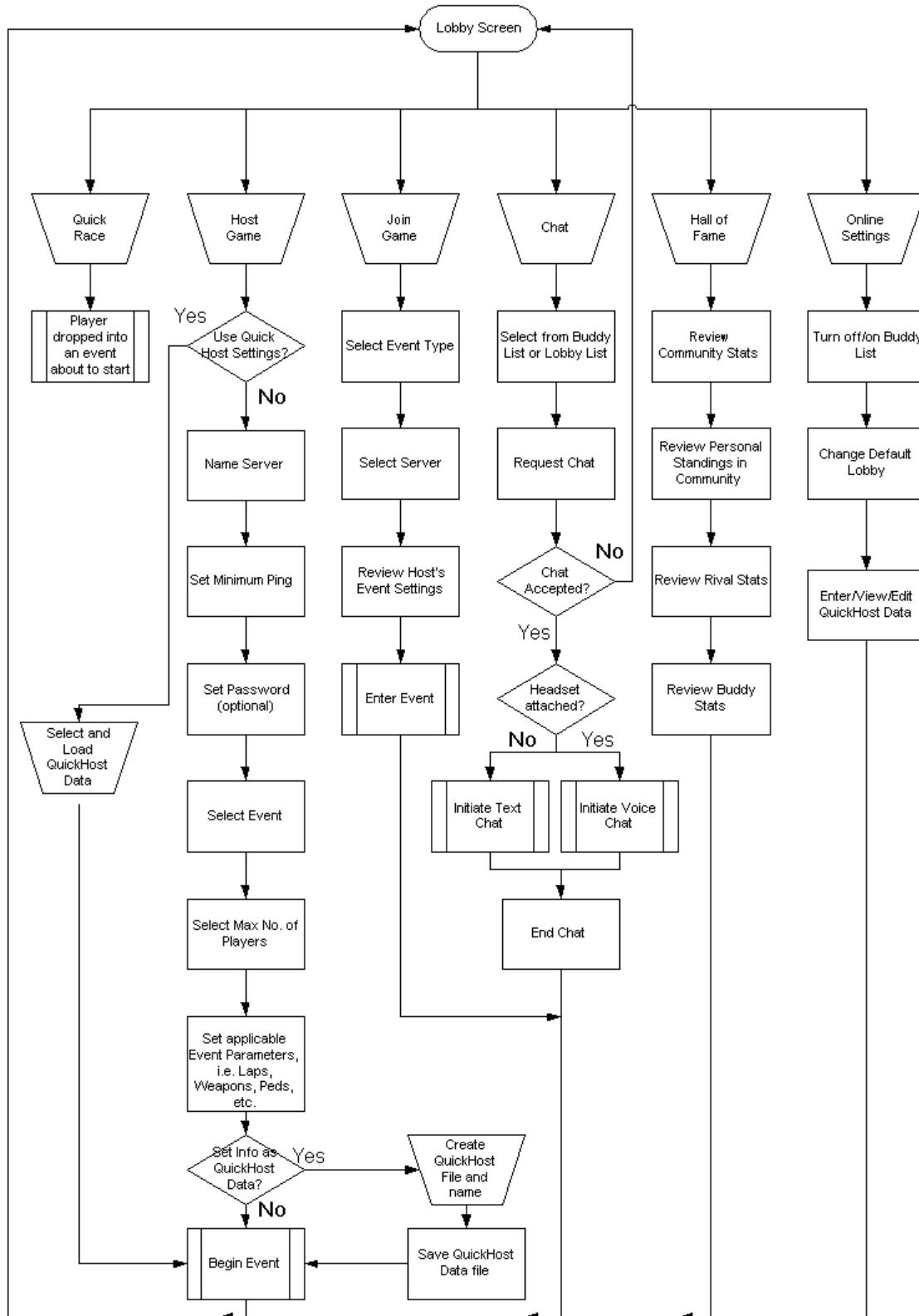
Due primarily to resource and planning issues, will not offer elements that require 'live' maintenance behind the scenes, such as the Update Ticker and/or any recurring, human controlled events such as "Monthly Prizes," physical rewards or anything that cannot be managed by the system itself (such as the Stats Board, which can automatically monitor stats continuously without human effort).

# FLOWCHARTS

## FRONT END FLOW



# LOBBY FLOW



# EYETOY FLOW

