



**NOTE: Game Title is NOT Final**

## GAME OVERVIEW DOCUMENT

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### **FORMATS:**

PLAYSTATION® VITA

### **PLAYERS:**

1–4



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Final Title TBC

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## GAME OVERVIEW

Create and share thousands of personalised tracks, set within a futuristic world of flamboyant architecture, and elaborate racing blocks – loops, massive jumps, ramps, raised hairpin turns, half-pipes and a multitude of other track creation options. Race and explore the tracks created by the developers using the in-built track design tools - 100 such tracks are included, with several different challenging game modes implemented all backed up by community driven online Leader boards.

At its core an intuitive track building interface which allows the player to create courses using more than 1,000 different construction blocks, all playable in single and multiplayer game modes.

THIS IS A UNIQUE TITLE FOR VITA – NO WII ENVIRONMENTS OR VEHICLES ARE RE-USED. All content is unique to Vita, designed to take full advantage of the extra power Vita has available. Additionally the entire physics system has been replaced since Wii Build'n Race – a direct response to the negative criticism of the game controls and handling.

## VITA FEATURE SET

- **Motion control** – tilt the Vita to steer your car
- **Touch panels** – use the front touch panel to help create tracks quickly and easily
- **Online Leader boards** - extensive online leader board support; challenge other racers' best times on some of the most extreme racetracks
- **Online track sharing** - share tracks with other PSN users. Infinite possibilities await the player with the track creation tools
- **Location based gaming** – race against up to 3 other players in on the game's in-built tracks as well as the player's own circuits via WiFi
- **Trophy awards** – win 10 different Trophies for reaching different game milestones
- **Online racing** – race against up to 3 other players
- **Camera support** – use your own photographs on in-game Billboards



## VISUAL EFFECTS

### MATERIAL SHADERS

We will utilise a range of different material shaders to give depth and contour to normally flat textures. Texture shaders will include Normal maps, Specularity maps & Displacement maps.

### HDR LIGHTING

To ensure that details in our scenes can take advantage of a large contrast ratio, we'll implement HDR lighting. As such bright shades will be really bright and dark areas really dark – but details can be seen in both. Light blooming will also be used to exaggerate brightness, causing very bright highlights to bleed.

### SHADOWS

All vehicles will cast contour sensitive real-time shadow over the environment and all scenery items, and the tracks will feature soft shadows throughout.

### ROAD SHEEN

The road sheen effect imitates the sun reflecting off the road surface.

### MOTION BLUR

To further emphasise the sense of speed and dynamism to the racing, a motion blur effect has been incorporated when using the Nitrous Boost. The faster the vehicle moves, the more pronounced the blurring.

### PARTICLE SYSTEM

Particle systems will be used for effects throughout the game; these include collision sparks, crash debris, skid smoke, track mud effects and various other special effects.

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## FORMAT COMPARISON

### VITA



### WII



*NO Wii assets are reused*



*Three times the poly count in the vehicle meshes*



# BUILD A RACE EXTREME

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## VITA



*All new game locations & scenarios*

## WII



*Road textures will be randomised to increase variation*  
*- A common criticism on the Wii was the repeating road textures*



## RACE ENVIRONMENTS

*BUILD'n RACE EXTREME* features three different environment themes; fantastical in design – combining futuristic architecture with lush alien landscapes and vistas.

Visually each environment is designed to really show off the VITAs graphical prowess - shaders, reflective surfaces, high resolution textures and very detailed geometric structures with animated features and surfaces.

## ENVIRONMENT DESCRIPTIONS

### AQUA METRO

A racing complex constructed in the middle of a tropical ocean. Track blocks, buildings, stands, giant signs and racing statues all built upon giant concrete platforms in the water. The architecture and construction of the buildings and other structures feature a striking red and white colour scheme; clean with shining surfaces reflecting the sunlight.

This vast racing complex provides a stunning spectator sight, with the rippling ocean surface reflecting the track which then dips down into giant underwater tunnel networks.

### GEOPARK ARENA

A unique biosphere environment with lush and incredible wild and untamed vegetation – from palm trees and tropical foliage to amazing alien plants and trees never before seen outside of the GeoPark.

Elsewhere massive stone formations, ruins, arches, reproductions of ancient monuments and towering statues all watched over by vast orbiting spectator stations & control ships.



## STAR CITY

Neon-lit city with art deco influences combined with ultra-modern architecture and building structures. This is a city ahead of its time, with everything designed to accommodate the race enthusiasts – such as the massive floating neon signage, state of the art spectator stands, hi-rise office & housing complexes, shopping malls and restaurants.

Tracks weave around the city, over suspended archways and through glowing tunnel networks, leading onto huge jumps, ramps and stunt blocks.

## INNOVATION

*BUILD'n RACE EXTREME* allows players to not only create levels, but to upload and share them with other players. Players can also rate the tracks (out of 5 stars) and view statistics on them (for example, popularity of the track within the community).

This innovative feature will allow an infinite number of new tracks to be created which, in turn, will provide much added value to the game for the user who can continue playing long after they have completed all of the in-built tracks and game modes.

This will all be supported and promoted with an online user discussion forum, Facebook page and regular Twitter tweets and design competitions.

## LEADER BOARDS

*BUILD'n RACE EXTREME* will support an extensive range of both native and online leader boards. The online leader boards will store the best scores for all players throughout the world. Sort filters include:

- Top scores
- Player score
- Friends scores





## BEST TIMES

'Best Time' tables for each of the tracks, with the best times saved for each course (10 are stored on native play).

## GAMEPLAY FEATURES

Game modes and options available from the Main Menu are:

- **DRIVER PROFILES**
- **SOLO RACE**
- **TIME TRIAL**
- **CHAMPIONSHIP**
- **TOURNAMENT**
- **TIME CHALLENGE**
- **TRACK EDITOR**
- **TROPHIES**
- **MULTI-PLAYER**

## DRIVER PROFILES

Use this menu to load an existing driver profile or to create a new one. You can enter a name for the player, and there are five available slots.

The game stores all player progress, best times and race stats.



## SOLO RACE

Practice any of the tracks unlocked in the Championship mode, no time limit applies in this mode. You can select tracks in any order providing you have already accessed them in the Championship mode.

Alternative a Random selection can be chosen where the track, car and game mode is chosen by the CPU – ideal for when the player only has time for a quick burst of action (based on what you have already unlocked in the game).

## TIME TRIAL

The objective here is to complete the tracks in the quickest time to win a place on the fastest time score board. This mode features a Best Time 'Replay Car', which appears after the first lap of the track. This car will replay your fastest time whilst you race - effectively you are your own opponent. You can select tracks in any order, providing you have already accessed them in the Championship mode.

## CHAMPIONSHIP

The Championship Mode is set over eight cups, with each cup featuring 10 different races. All of the different Race Events below are found in the various Championship cups.

Each race features a different set of requirements for a bronze, silver or gold medal, and these medals are worth 1, 2 and 3 points respectively. Each cup has a points requirement to advance to the next. Completing a cup will unlock the next Championship cup.

Once a cup race is over, driver points are distributed according to the driver's position. The total number of driver points determines a driver's overall ranking. The player who finishes in first place wins a gold cup, second a silver and third a bronze.



## RACE EVENTS

Several race events are available:

### SPEED LAP

Beat the goal times for a single lap to win a bronze, silver or gold medal; bronze being the slowest (easiest to obtain) and gold the fastest (hardest to obtain). This mode comprises 6 laps of the track.

### FASTEST TIME

The objective here is to complete 4 laps of the track in the quickest time.

### RACE

Race against 7 other AI controlled cars over 4 laps, with the aim of finishing in the top 3.

### ACCELERATOR

A test of your driving skills at extreme speed where the aim is to survive for as long as you can. The car you are driving has maxed out performance and handling.

A damage gauge monitors how much damage you have taken during the event, and once it reaches 100% your car is destroyed and the event is over.

## TOURNAMENT

Similar to Single Race mode, Tournament mode allows you to set up a multi-race Tournament against seven opponents with up to 12 races. The same options are available as in Single Race mode.

Tournaments operate like a league, whereby first place in a race gets you eight points, second gets six, third gets five, and so on. The driver with the most points at the end of the tournament wins.



## CHALLENGE

The Challenge mode allows the player to select one of four difficulty levels:

- Training
- Easy
- Medium
- Hard

These correspond to the difficulty of the tracks you will race on. For each difficulty level there are 20 tracks. Initially only the Training level will be available – with the player able to select any of the 20 tracks to race on. You can only unlock the next challenge level by winning at least bronze on all of the tracks for the current difficulty level.

## TIME CHALLENGE RULES

In this mode each track has three reference times, each one associated with a medal: bronze, silver and gold. You race against a ghost car representing each of the three medal times.





## REWARD SYSTEMS

*BUILD'n RACE EXTREME* includes a comprehensive system of rewards to motivate the player to continue playing. From the car the player drives to the reward trophies they can win, the content is many and varied.

### TROPHIES

The following Trophies, awarded for achieving certain milestones within the game.

In total there are 10 trophies:

- Bronze x 6
- Silver x 2
- Gold x 2

### EARNING TROPHIES

Trophies are awarded in the following ways:

#### BRONZE

- Win 2 Championship races
- Win 6 races in a row
- Playing all Multiplayer modes
- Hit and spin 15 AI cars
- Create 10 user tracks
- Earn medals on all Race Challenge tracks



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## SILVER

- Win at least Bronze cup on all Championship tracks
- Earn medals on all Time Challenge tracks

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## GOLD

- Winning all Silver cups & medals
- Winning all Gold cups & medals

## VEHICLE CUSTOMISATION

Each track environment includes its own vehicle, especially configured for the terrain type.

Each vehicle can then be fully customised with different parts and bodywork finishes that are unlocked by winning races and events. Additional customisation options are unlocked during the course of the game.

**NOTE: These changes are cosmetic only**

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## CUSTOMS OPTIONS

The following modifications are available:

- Rim sets
- Spoilers
- Paint finishes
- Window colour
- Bodywork decals and designs



## AUDIO EXPERIENCE

Ambient SFX throughout tailored to each environment, location specific soundtrack with a variety of music styles, with several additional tracks for various game events.

All interaction with scenery and objects is accompanied by a suitable sound effect, for example, hitting a metal object gives a metal clang. Additionally different surfaces influence the sound the tires make as they travel over them.

The car sounds are processed when going into tunnels and underground sections, with reverb and dampening filters applied.

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### AMBIENT SFX

Ambient sound is essential to an immersive racing game experience, especially one which features a number of varied and fantastical locations.

Each environment will include a wide range of bespoke ambient sounds – machines buzz as you get close to them, neon lights hum, wind blows, trees rustle – the aim will be to give each environment a unique audio feel to complement the visual design.



## GAME DYNAMICS

### ALL NEW PHYSICS SYSTEM – WII PHYSICS REPLACED WITH THE NEW SYSTEM

The car handling physics are designed with an arcade experience in mind – especially given the user generated content. The focus is on fast, fun car handling that doesn't punish collisions other than a loss of time.

The physics system also allows for contact between the player vehicle and track features (an example being lampposts), whereby the play can collide with smaller objects and send them flying.

It doesn't slow the car down; it is really just there for a bit of fun.

## TRACK CONSTRUCTION

Tracks are created from building blocks and are built block by block. By laying these blocks end to end, tracks can be built. The design and characteristics of the blocks vary depending on the environment.

Each environment required certain essential blocks which are in the 'Race' category:

- **The START/FINISH block**
- **CHECKPOINTS**

All players must pass through each checkpoint in turn, which ensures they follow the course correctly – there must be a minimum of two checkpoints per track.

## BLOCK SET CATEGORIES

- Race (essential race blocks required for all tracks)
- Buildings (buildings & high detail landmarks)
- Straights (track straights)
- Straight Turns (lane changes and chicanes)
- Bends (full 90 degree bends)
- Bridges (bridges and ramps)
- Stunts (various stunt pieces such as ramps)
- Misc. (sidewalks, ground blocks and trees)
- Underground (to place underground select 'Underground' mode from the Pause menu)



## TRACK EDITING INTERFACE

THE TRACK CREATION CONTROLS AND INTERFACE LAYOUT WILL BE DESIGNED TO USE THE UNIQUE CONTROL FEATURES OF THE VITA; such as touch controls to provide the player with the most intuitive and easy to use track building toolset.

## CAMERA CONTROL

There will be multiple switchable camera modes:

- Standard – standard chase cam
- Distant – twice distance chase cam
- Bonnet – front of car cam, where the camera sits at the root of the windscreen



## GAME CONTROLS

*BUILD'n RACE EXTREME* can be controlled with one of two different controller configurations, as detailed below.

**Note:** To select between CLASSIC and TILT controls, select Steering Method from the Player Profiles menu

### CONTROL METHOD A: CLASSIC

| <b>BUTTON</b> | <b>ACTION</b>      |
|---------------|--------------------|
| D-Pad/LAS     | Steering           |
| D-Pad/LAS     | Point nose up/down |
| R1/CROSS      | Accelerate         |
| L1/SQUARE     | Brake/reverse      |
| SQUARE/R1     | Turbo boost        |
| TRIANGLE      | Change camera      |
| CROSS/L1      | Handbrake          |
| SELECT        | Reset car on track |
| START         | Pause menu         |

### CONTROL METHOD B: TILT

| <b>BUTTON</b>       | <b>ACTION</b>      |
|---------------------|--------------------|
| Tilt Controller L/R | Steering           |
| Tilt Controller U/D | Point nose up/down |
| R1/CROSS            | Accelerate         |
| L1/SQUARE           | Brake/reverse      |





|           |                    |
|-----------|--------------------|
| SQUARE/R1 | Turbo boost        |
| TRIANGLE  | Change camera      |
| CROSS/L1  | Handbrake          |
| SELECT    | Reset car on track |
| START     | Pause menu         |

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#### TRACK EDITOR CONTROLS

| <b>BUTTON</b>         | <b>ACTION</b>                       |
|-----------------------|-------------------------------------|
| LAS                   | Move cursor                         |
| RAS                   | Move/rotate camera                  |
| R1/R2                 | Change cursor height                |
| D-Pad                 | Select current block and block type |
| SQUARE                | Mirror block                        |
| CIRCLE                | Rotate block                        |
| CROSS or Touch Screen | Place block                         |
| TRIANGLE              | Erase block                         |
| SELECT                | Test-drive                          |
| START                 | Pause menu                          |

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#### MENU CONTROLS

| <b>BUTTON</b> | <b>ACTION</b>         |
|---------------|-----------------------|
| D-Pad/LAS     | Navigate menus        |
| CROSS         | Select item           |
| TRIANGLE      | Back to previous menu |



## GAME STRUCTURE

### TUTORIAL AND TRAINING

In-game prompts and instructions will be included for the track editor to ensure the player quickly becomes familiar with all of the controls and the basic method for creating a track.

### ACCESSIBILITY

The game will include a wide range of tracks built by us with the editor – from simple circuits through to punishing stunt tracks.

From a user POV the editor also allows track creation to be as complex as they are comfortable with – be it a simple track design to share through to a hugely complicated track creation.

### SAVE SYSTEM

The game will auto save at all events – including menu options, completed races, tournament/cup standings, and so on.



## MULTI-PLAYER

Compete against friends and family over 4 multiplayer game modes, each of which allows competition between 2-4 players. Online multiplayer and AdHoc Wi-Fi multiplayer is supported.

### MULTI-PLAYER GAME MODES

#### VERSUS RACE

A straight forward head-to-head race mode – first to the finish line wins.

(2-4 Players)

#### LAP KNOCKOUT

Stay ahead to win; the driver in last place at the end of each lap is knocked out.

(2-4 Players)

#### TOURNAMENT

Earn tournament points for placing across a series of races to hit the highest combined score

(2-4 Players)

#### MP ACCELERATOR

The car you are driving has maxed out performance and handling. A damage gauge monitors how much damage you have taken during the event, and once it reaches 100% your car is destroyed and the event is over. The winner is the player who survives the longest.