

# Drive the Rocket 2nd Gameplay GDD

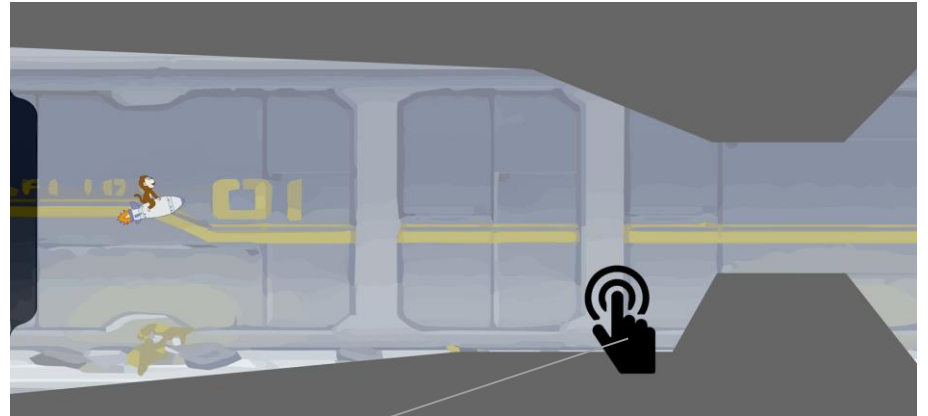
...

Félix Belthoise  
Tap4Fun Paris, 2019

# Drive the Rocket

*In order to choose which monkey is going into space with the Rocket, all the players of the Horde try to actively train an Astronaut.*

- The rocket is automatically moving to the right
- Hold anywhere to move up, release to move down (Jetpack/SF Cave-like)
- The rocket goes faster and faster as the game progresses
- Go along the walls to gain a speed boost and multiply your score ...
- ... but if the rocket touches a wall, it crashes and it's game over !



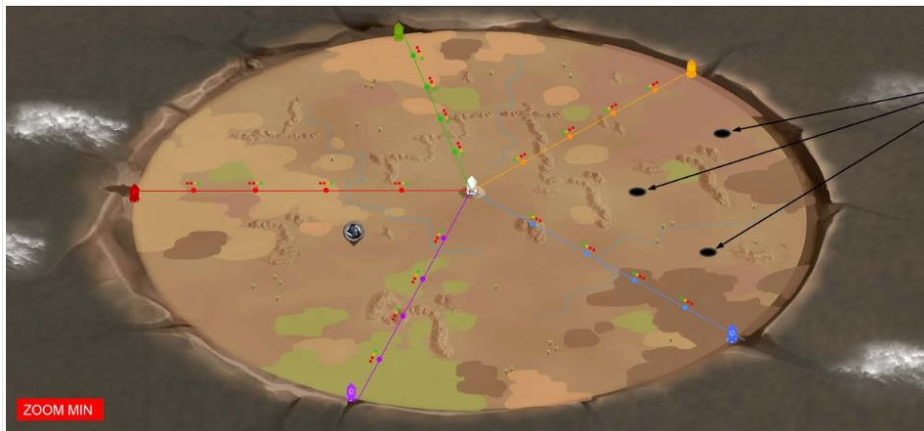
***Hold to move the rocket up***



*Refs : Jetpack Joyride, SF Cave*

# Drive the Rocket - Game Context

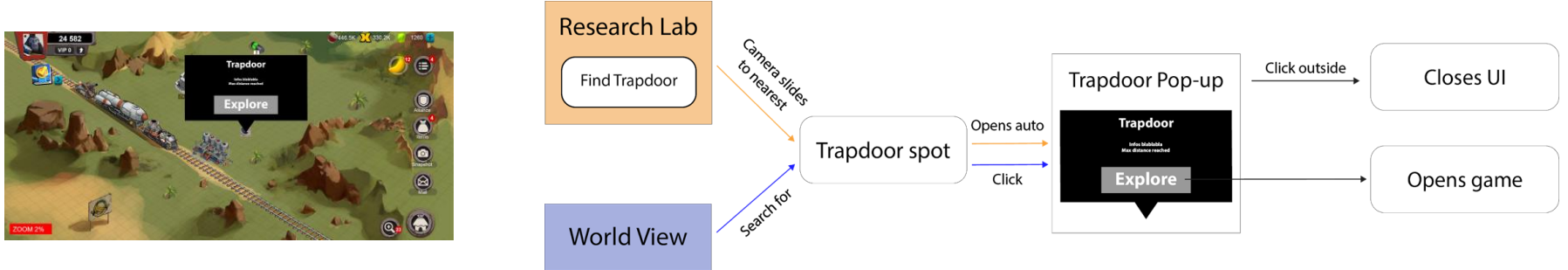
- In order to choose which monkey is going into space with the Rocket, all the players of the Horde try to actively train an Astronaut.
- Where to safely train him ? Inside ancient bunkers underground, accessible by trapdoors present on the map. This way, (almost) no collateral damages if it crashes !
- Every new cycle, the Horde starts a new contest. The winner will see his Astronaut into the Rocket !



# Drive the Rocket - Driving contest

- The player has the possibility to name and rename his Astronaut whenever he wants (UI TBD).
- At the beginning of the contest, players are first competing with each other inside their Alliance (this also means a player without Alliance can't participate).
- The **best score** of each player is the only data used to establish the ranking.
- During phase 2, when one of the 5 trains first enter the 4th relay (TBC), an event is available for each Alliance's **best player** (= the one with the highest score in the mini-game) : they can play the same mini-game level, but **only once** (or maybe 3 levels, TBD).
- When the rockets launches, the **best ranked** player of the event will see his Astronaut going into space !
- The winner's and Astronaut's name are displayed in the rocket window (TBD).
- *Design intention : to give an outside goal and influence to the secondary gameplay, and link it meaningfully to the global game. Having clear goals with the contest taking place first inside the alliance, then in a bigger scale.*

# Drive the Rocket - Game Access



- There is 2 ways to find a trapdoor : 1) by a special button “Find a Trapdoor” displayed in the Lab UI (TBD) and 2) by searching one in the world view : tapping the button closes the window, slides the camera to the nearest trapdoor and automatically opens the corresponding Trapdoor UI.
- To play the game, the player must click on the “Explore” button (button name TBD). This closes the Trapdoor UI and opens Drive the Rocket (no need to send troops, as the minigame has to be instantly available).
- Other informations will be displayed in the UI, such as the maximum distance reached by the player.
- When the player quits the game or plays 3 run (TBD) in the same trap, it returns to the world view at the trapdoor location. The trapdoor locks itself and disappears : if he wants to return to the minigame, the player has to find a new trapdoor.

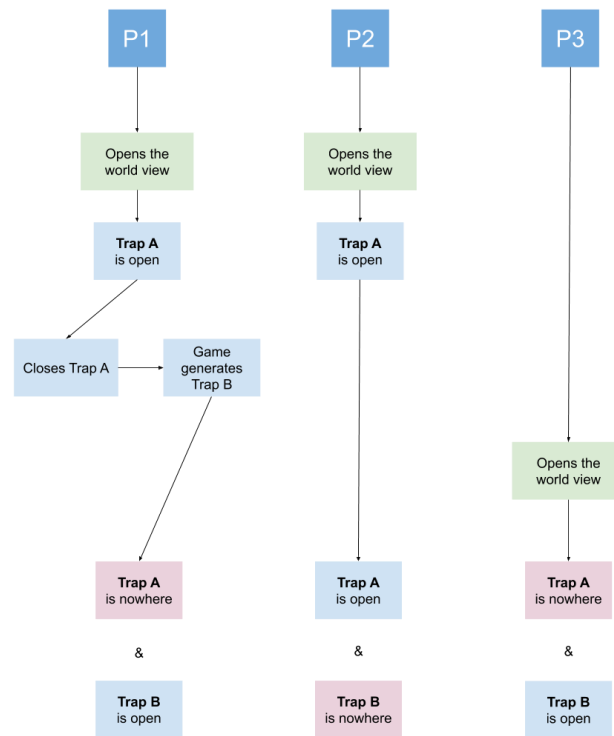
# Drive the Rocket - Trap Types

- There is 2 different trap types : the City trap (located in the city) and the World trap (located in the world)
- Each of them has some differences, as shown below :

| Trap / Parameter     | City                                   | World                              |
|----------------------|--|------------------------------------|
| <b>Score</b>         | Not taken into account for the contest | Taken into account for the contest |
| <b>Difficulty</b>    | Simple                                 | Normal                             |
| <b>Reward</b>        | Low quality                            | Normal quality                     |
| <b>Number of use</b> | Infinite                               | 3                                  |

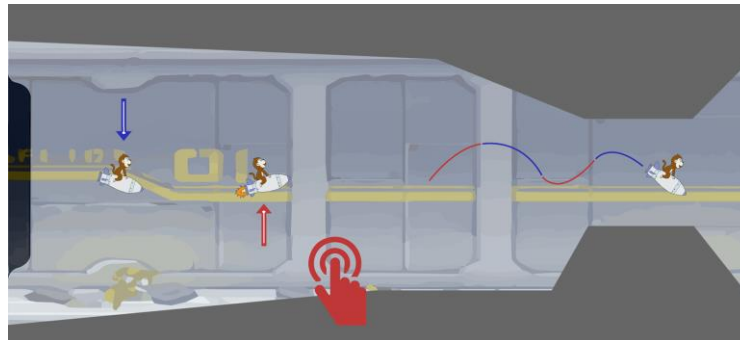
# Drive the Rocket - Trap Generation

- Traps location are shared between all players
- Traps location are actualized for each player when they open the world view.
- It means, if a trap is closed by Player 1 when Player 2 is in world view, Player 2 can still access the trap until he quits the world view and enter it again (only then the locations are actualized).
- 2 players can enter the Driving game by the same trap (***the trap closes when the player quits the Driving game or when he played 3 run (TBD) in the same trap.***)
- When a trap closes, another one randomly appears in a different spot (ideally outside of the area covered by the player's screen).
- Density : about 1 trap every 60 tiles<sup>2</sup>.

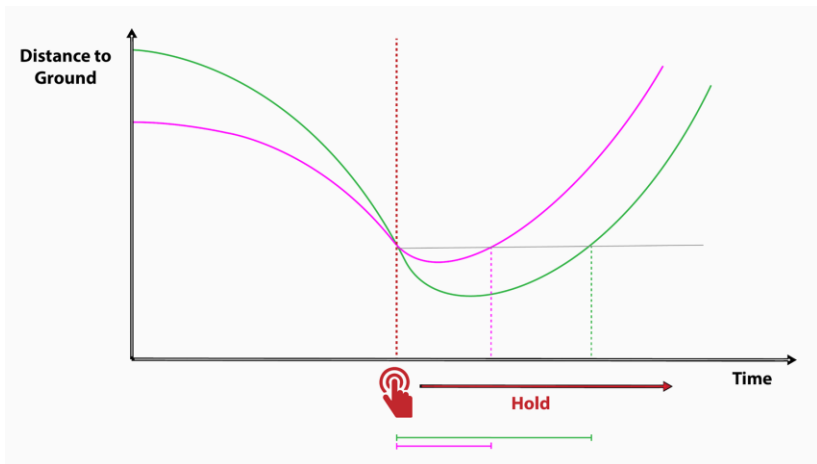


# Drive the Rocket - Controls

- The rocket is, by default, moving **downward**
- **Tap & Hold** to exert an **upward** force to the rocket



- The rocket is subject to gravity (like in SF Cave) which makes the rocket going vertically faster and faster until changing direction.
- It also prevents the rocket from instantly changing its vertical direction (up or down) when tapping or releasing the screen. The rocket needs a little “compensation distance”, depending on the speed of the rocket when the tap arises.

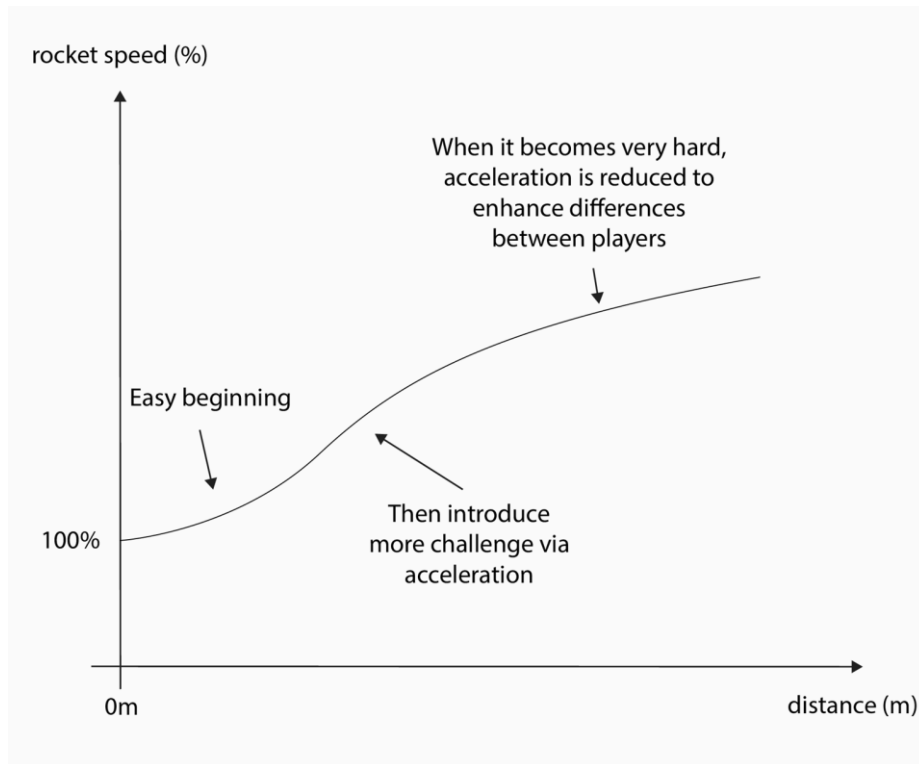


Comparison of the distance needed to compensate the downward thrust for 2 different starting heights (purple & green segments) when tapping & holding the screen

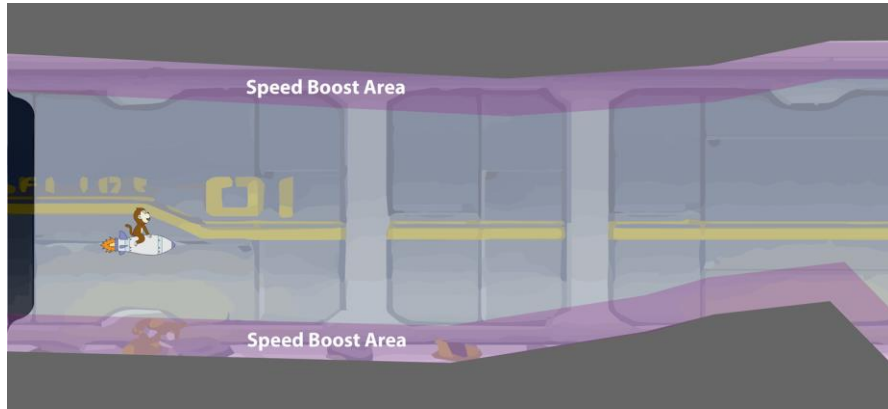


# Drive the Rocket - Acceleration

- The rocket is constantly accelerating, but not at an even pace :



# Drive the Rocket - Speed Boost



- When the rocket is close to a wall, it enters a “speed boost area” speeding up the rocket up to 1.5 times faster (TBD) than the normal speed after a few seconds, and multiplying the score by 2 (TBD).
- It works as a risk/reward loop : entering the speed boost area means more risks to touch the walls, but it allows the player to go far faster and gain more points..
- **When quitting the area, the speed boost is lost.**
- *Design intention : I think losing the speed boost when quitting the area, rather than keeping it, generates a more flexible gameplay. It allows the player to come back to a lower speed when it's too risky for him, it plays with the desire to “stay just a little bit longer” and give him more moment-to-moment choices. On the contrary, keeping the boost signifies highering the difficulty permanently, which is a stiff choice.*
- In any case, the normal speed of the rocket is slowly going up, highering the difficulty as the game progresses.

# Drive the Rocket - Level Design

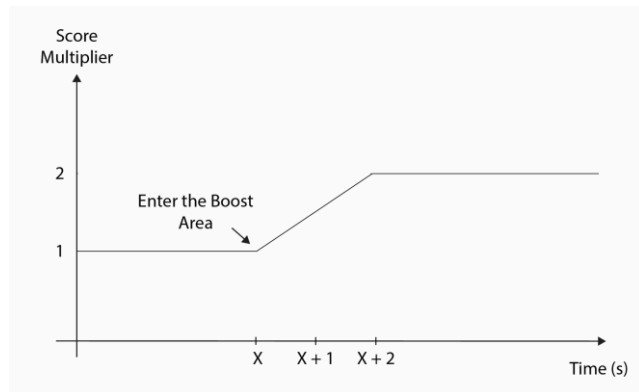
- The levels will be procedurally generated by Zones and Branchings
- A branching will occur every X meters and give the player the choice between 2 new zones. Each zone has its own obstacles and challenges, to provide interesting choices.
- Each zone is in itself procedurally generated. Rational design will be useful to balance each zone's difficulty and difficulty over time.

*Branching  
example*



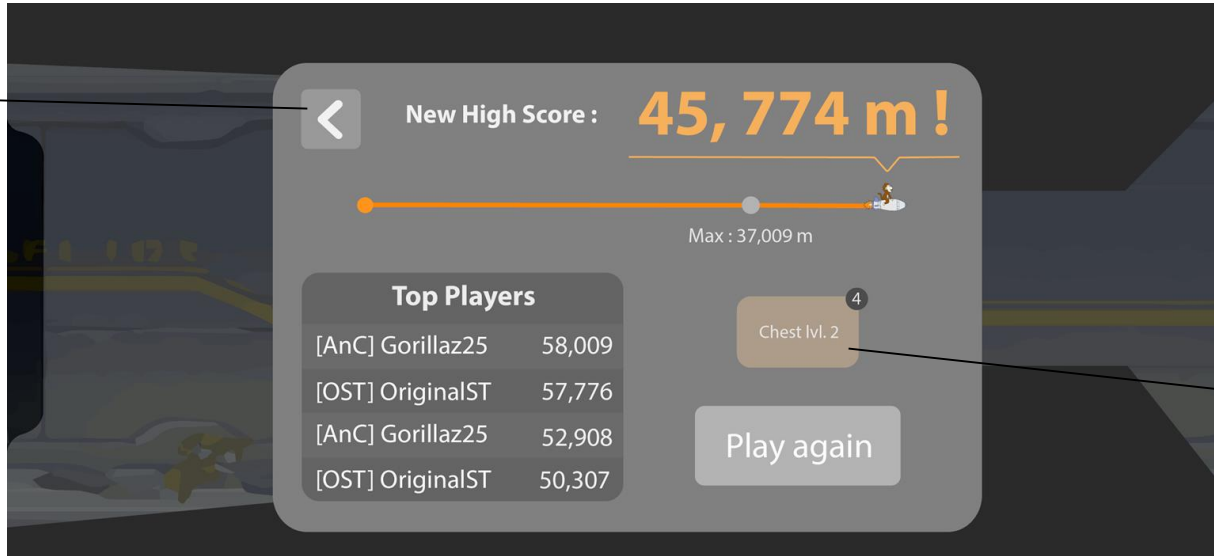
# Drive the Rocket - Score calculation

- The score is calculated during the game, depending on the state of the player :
  - When the player is **not in the boost area**, he gains 1 point (TBD) per meter
  - When the player is **in the boost area**, the score is multiplied by **2** (TBD)
- The boost takes up to 2 seconds (TBD) to go from 1 to 2 points per meter.
- The score can be assimilated to “glory points”



# Drive the Rocket - End Screen

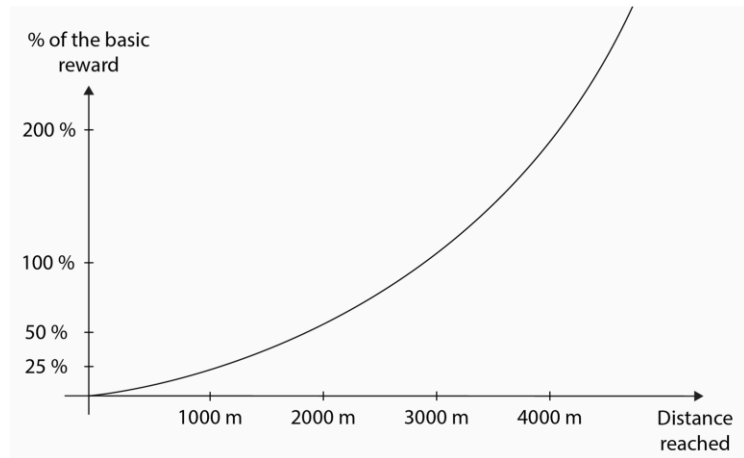
Exits the game (needs confirmation)



Reward

# Drive the Rocket - Rewards

- A Basic Reward will be determined depending on the player's science lab's level (TBC).
- The player earns a reward for every run, depending on the distance reached and the Basic Reward.
- The reward will be calculated by a percentage of the Basic Reward
- Rewards can be : food, iron, building & research speedups. Each item will be given an arbitrary value, which will be used to determine the rewards.



# Drive the Rocket - Narrative Background

- The mini-rocket is sent through bunker tunnels that have been discovered underground.
- On the background, you can see old objects, tags and elements that expand the game's universe and tell through the environment the story of the cataclysm (or the rise of the apes, or other things concerning the game's universe and lore).
- For example, there can be stuff suggesting what the humans did to the monkeys during their experimentations and why they split into 2 "sub - races" (the player's one and the wild one).
- Additionally, there could be stuff depending on the trap's location : if it's on the blue horde's territory, there will be different stuff than in the orange horde's territory (stuff related to their leader).

