

Title: Rapid Velocity

“Fall through a futuristic city while delivering packages, weaving between buildings and falling cars.”

Concept Overview

Genre: Platformer/Action

Story: As an extreme sports junkie, you just can't stop until you are on the next thrill. With the world as it is in 2135, most extreme sports involve large amounts of money with jetpacks and other propulsion systems. You unfortunately don't have that kind of money, but there's something new in the underground coming up. A new cheap device has been made allowing users to shoot a quick gel like substance out to stop them from falling to their death. No one has seen it in action yet, but there has been a new fellow walking around the bars talking to people asking questions. He comes up to you offering a deal, asking if you'd like to try a new device so he can have human testing before it hits the market. “It is the thrill of a life time. Drop at any height, and live.” Next thing you know, you've got this device strapped to your shoulder, and you're booking it to an aircraft about to take off....

Gameplay: Players start at different altitudes depending on the level, and free fall till the reach the ground where they have to deploy the “drop device” to stop from dying. As they fall, they'll have to dodge flying cars, buildings, robots, and the environment itself. They can move their body to dive faster or slower, dip to the sides, but they must maintain their balance. If they lose their balance they have to regain it quickly by pressing left or right or they'll spin out of control.

The player must survive each test, and sometimes collect objects in order to pass the level. Some levels will be challenging, so just trying to get pass certain ‘altitude ranges’ can provide the challenge.

Developer Goals

- Create an interactive world that seems alive, so that the ‘extreme’ sport the player is engaging in seems dangerous.
- Make the player feel immersed with dynamic speed. As having the screen blur when the character dives faster, or slows down.

Selling Factors

- Motion sensing is a huge part of the game industry right now, and this game could utilize it in every way.
- A causal game at heart, this could make for quick gameplay that is fun but doesn't involve large commitment.

Unique Selling Points

- Living world to engage in, at 100 feet per second. Fly past space craft, futuristic buildings, human-tube transports, and other lively objects as you make it to your target destination.
- Use motion sensing to steer your character, having them dive for great speed, or pull up to stir towards a target.
- Play against a friend, pushing them in mid air to catch their target before they do.

Target Market

ESRB Rating: E 10+

Demographic: Late teens, mainly males.

Platform/Hardware

| System | Offline Play | Online Play | DLC |
|--------|--------------|--------------|------------------------|
| Wii | 2 Player | 2 Player | Yes (Different Cities) |
| PS3 | 2 Player | 2 - 4 Player | Yes (Different Cities) |
| PC | Map Creation | 2 - 4 Player | Yes (User Creation) |

Competing Games

- Ratchet & Clank: Tools of Destruction (PS3)
- Warrior Ware: Smooth Moves (Wii)
- Spider-Man Series (All Systems)

Feel the rush, dodge everything you can to stay alive, and see everything there is to see on a rush from the top of the world to the very bottom.