

RACERS OF THE FALLEN

Design Document

Game Pillars

Overview

Racers of the Fallen is a kart racing game where you drift through gothic ruins, unleash spells and outrun the forces of the Underworld where speed alone won't be enough.

Arcane-powered racing

The player will wield dark magic to hinder rivals or boost his abilities, giving the feel of forbidden spells with eerie VFX.

Atmospheric world-building

The gothic horror aesthetic gives the player that hellish and nightmarish feeling that's found in the original game.

Core gameplay

The core gameplay is the moment-to-moment action in the game, primarily the racing and spells mechanics.

Racers of the Fallen core gameplay should have a low mechanical skill ceiling both in terms of racing and using the spells.

The kart controls should have a degree of playfulness and bounciness, not needing to feel overly realistic in order to be responsive to player input, even at the price of utmost fidelity.

Spell Mechanics

The target for Racers of the Fallen is to have a spell system that bases itself on the core foundations of racing games and particularly kart racing games. Taking inspiration from the spells found within 'lords of the fallen' the spells will all effect the player and npcs differently.

Due to the fast paced environment, the spells needed to be 100% accurate to hit anyone.

Spells

Hellflare (fireball attack)

- Set your opponent on fire and he will spin around in order to extinguish the flames
- Collect 3 books in fire to use 1 Hellflare attack. You cannot stack them, once you have unleashed fire, your stock reset to 0.
- If you use the fireball when an opponent is in front of you and within a specific range you are certain to hit him. For the spell to be successful, it depends on the players skill and ability. Giving the game that 'soulslike' feel to it found within the original game.



Books in fire to collect in game. Sound and VFX tells the player he has picked up one.



Fireball used in game, targeting the closest enemy.

Spells

Stormbrand (lightning strike)

- Powerful attack from the skies that make all enemies stall for short amount of time.
- Collect 2 electrified books to use 1 Stormbrand attack. You cannot stack them, once you have unleashed the lightning strike on your opponents, your stock reset to 0.
- The Stormbrand attack is a powerful spell that would hit all opponents, meant to be used to get a strategic advantage.



Electrified books to collect in game. Sound and VFX tells the player he has picked up one.



Lightning strike falling from the sky as it shows in game.

Spells

Spectral Rush (speed boost)

- Powerful boost that increase drastically your speed.
- Collect 1 book of knowledge to use 1 Spectral Rush. You cannot stack them, once you have used your speed boost, your stock reset to 0.
- Most common spell in the game, it gives you a fair advantage in terms of speed, and allows the player to go over ascending stairs easily. Players need to learn when to time the boost just right to get the greatest advantage in the race.



Books of knowledge to collect in game. Sound and VFX tells the player he has picked up one.



Soul Fragments to collect in game. Sound and VFX tells the player he has picked up one.

Collectables

- The soul fragments will follow the best route to get around corners or tight spaces, so racers are advised to follow their path.
- The player can either choose to follow the path of soul fragments for easier racing, or choose the riskier option to try and grab more powerup points.



Soul Fragments to collect in game. Sound and VFX tells the player he has picked up one.



Soul Fragments indicating to the player the racing line.



Either take the racing line or deviate from it to collect a collectible.

HUD

Countdown at the start of the race



Lap count

Position in the race

Spectral Rush boost

Stormbrand attack

Hellfire attack

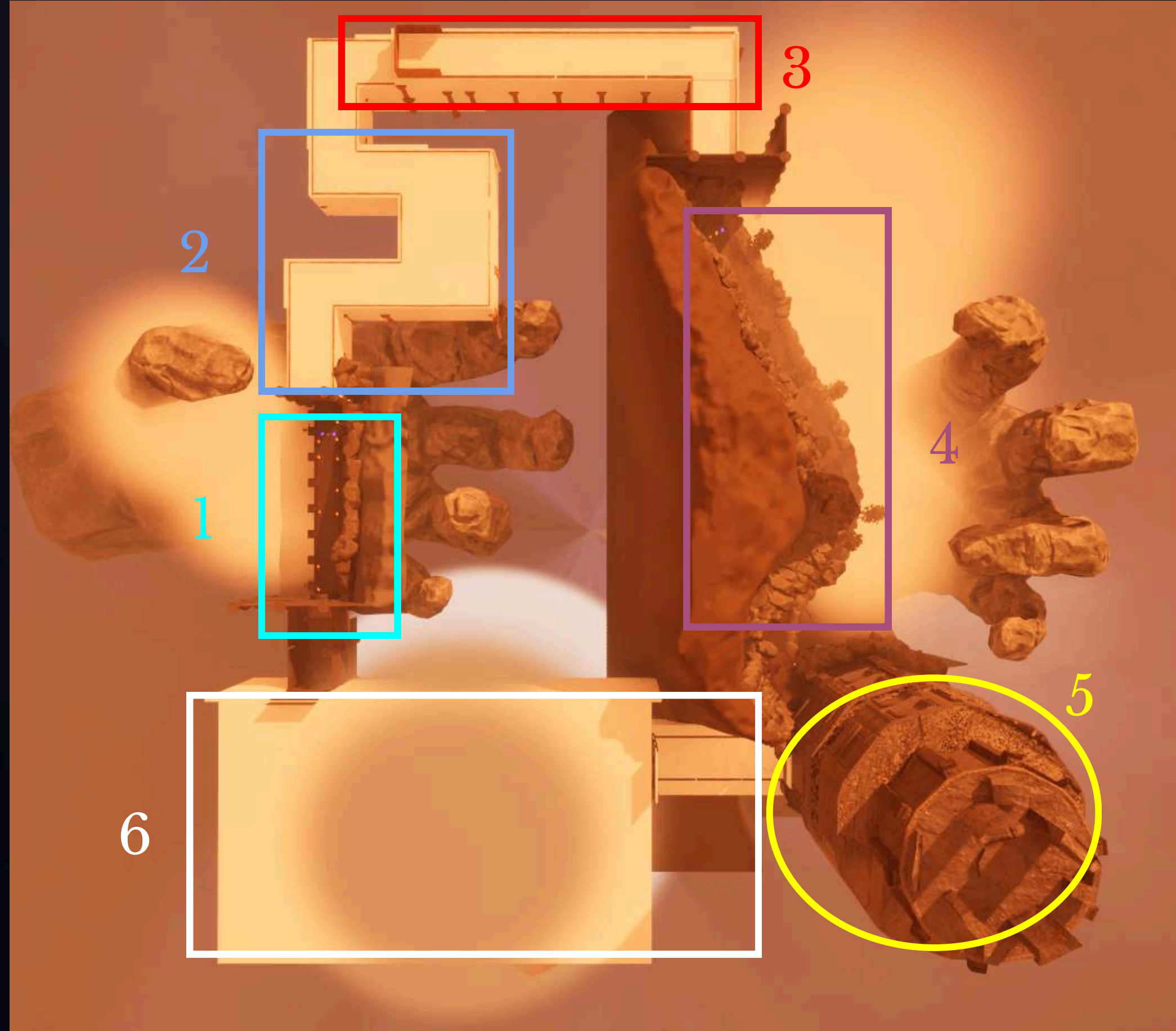
Soul Fragments collected

Character

- The player will take on the role of the Light Bearer, a disciple of the sun and flame. Through this race the player must battle against disciples of the moon and darkness, hoping to claim the title of victor. Both teams will battle it out to claim victory on the track for the betterment of humanity.
- Fitting in with the themes of gothic horror and dark fantasy, the characters are adorned with fantastical decorative armour, meant to represent the orders they are apart of. With detailed decorations and symbols that place them on the world of Lords Of The Fallen



Design Flow



Design Flow

- 1 → SENSE OF DISCOVERY / RACE / TAKE THE LEAD
- 2 → COMBAT / DISCOVER ABILITIES & PICKUPS
- 3 → CALM & AWE / HALLWAY
- 4 → THRILL / SPEED ALONG THE CLIFF
- 5 → CHALLENGE / KEEP THE KART ON TRACK
- 6 → SURPRISE / NEW SECTIONS



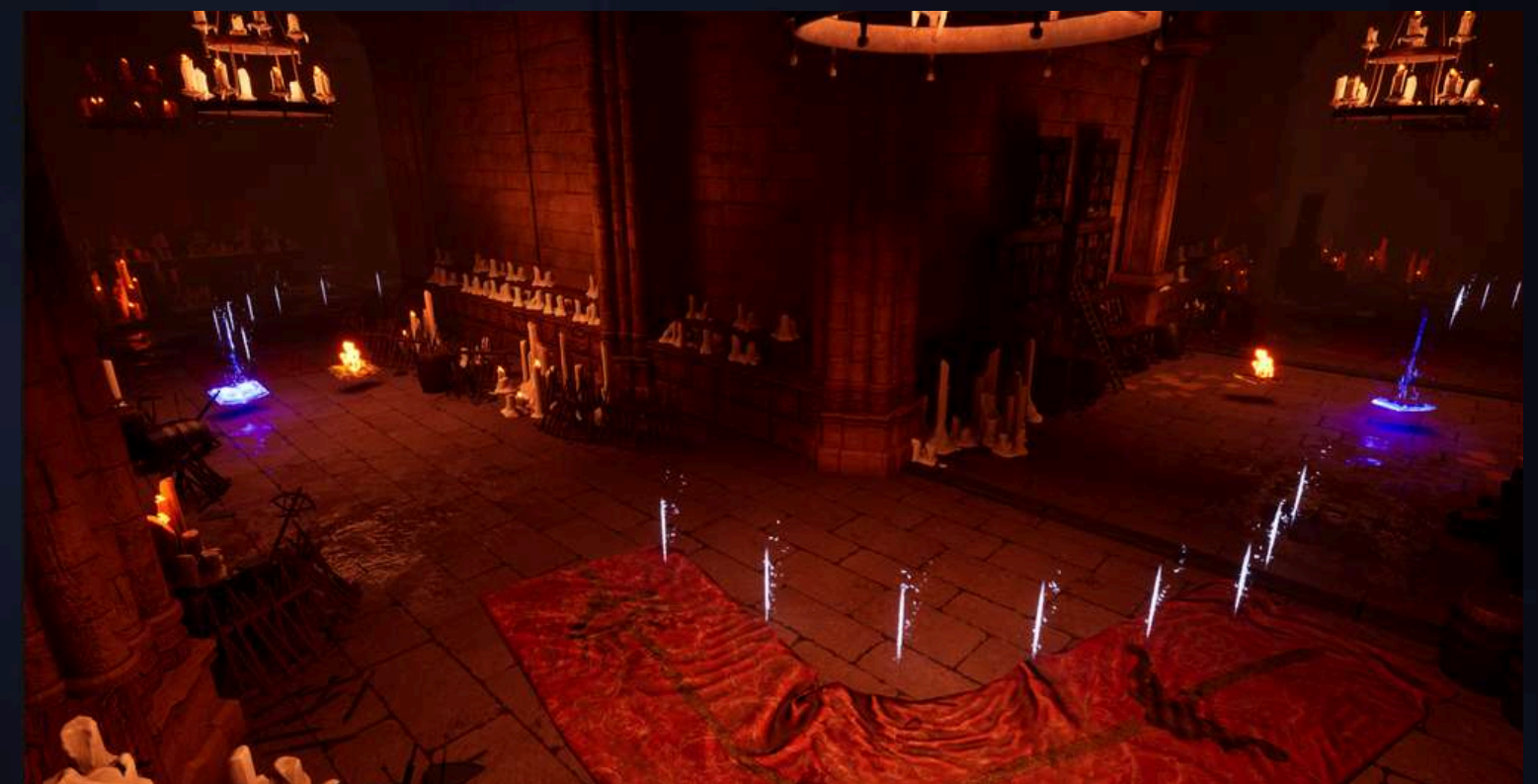
ACT 1

- The starting grid gives the opportunity to the player to have a first look at the world. A suspenseful introduction with a part of the hand statue hero asset that is a teaser for what's to come.
- The straight line allows the player to get familiar with the control of the kart, to prepare themselves for the track ahead.



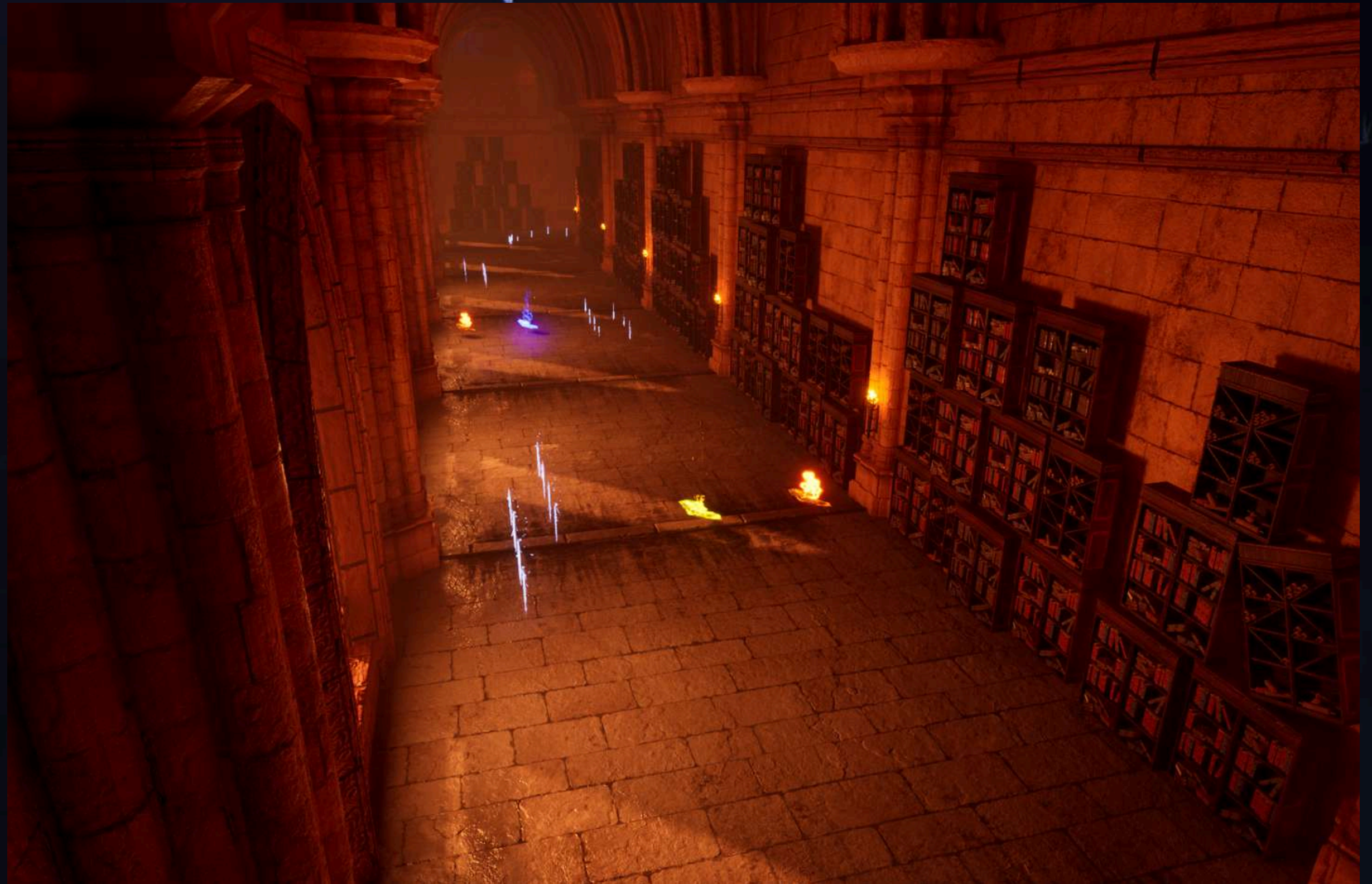
ACT 2

- The player starts to pick up collectables and gain powerup points to use later in the race.
- An introduction to the dramatic lighting and environment design of the gothic atmosphere throughout the track.



ACT 3

- The hallway section is a wide area where the player have a sense of awe
- By now the players should be trying out the powerups and can have a sense of what they all do and where they work best.
- As it is a straight line, the racing challenge is not as pronounced than the section before or the one coming after



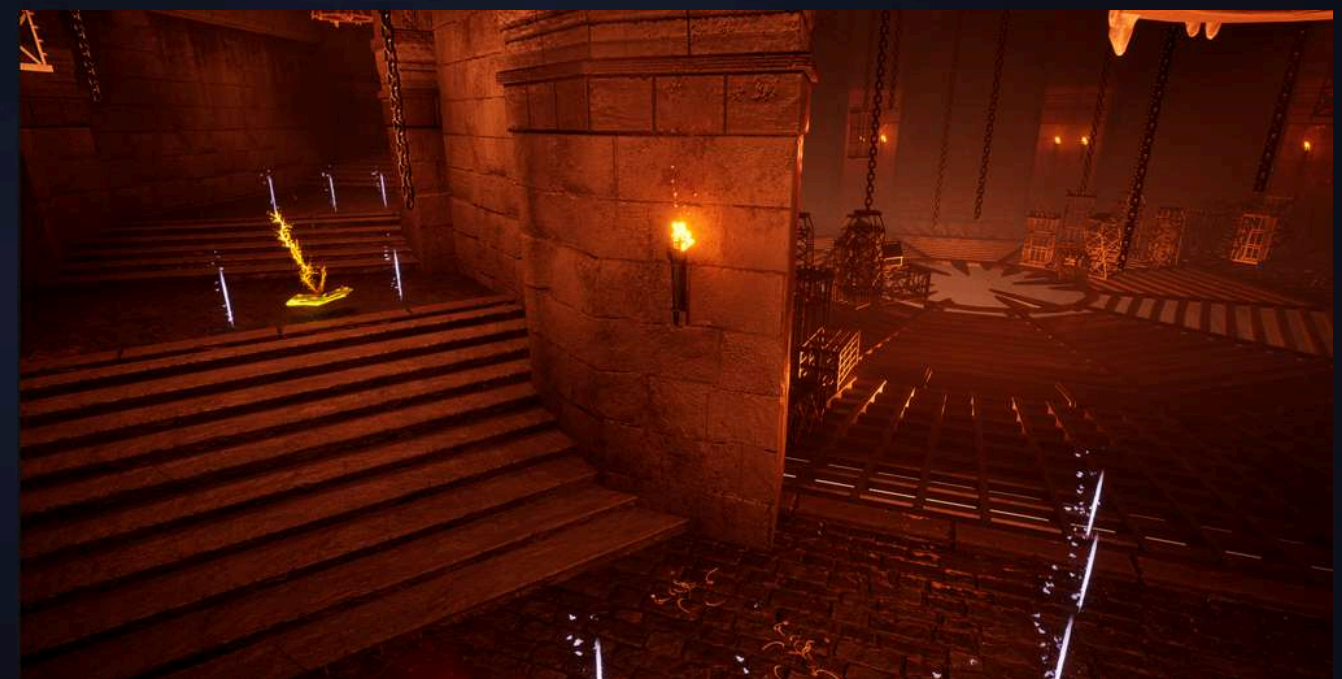
ACT 4

- This is the fastest section in the race
- A dramatic change of atmosphere with rian effects and the rest of the hand statue hero asset looming over the players.
- There are less pickups to collect, the player can focus on navigating the difficult terrain.
- This section brings together a great tone change with the use of many things like lighting, sound design, breaking up the reds of the hallway section.



ACT 5

- The player is back indoors, and have to overcome the challenge of going through the tower. Dealing with a circular track and different elevations. Challenging the player to manage their speed, or speed boost if they're ready for the challenge.
- There are less pickups to collect, the player can focus on the racing challenge.



ACT 6

- The last area culminates in everything the player experienced so far, with twisting turns, obstacles and multiple pathways, the player must use all they have learnt from earlier in the track here.
- Here the player will find the change into the umbral realm, mimicking that of the original game.



Thanks from Team Badger !

RACERS OF THE FALLEN - 12 weeks of development

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