

Game Idea Pitch:

Aquario Kart: Double Splash!!

Team Markedly Minified Olives

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Game Idea

- Kart Racing Game
 - Multi-lap races against opponents
 - Item boxes with power up items (offensive & defensive)
 - Boost pads
 - Wacky level(s)
 - ... (other typical kart racer stuff)

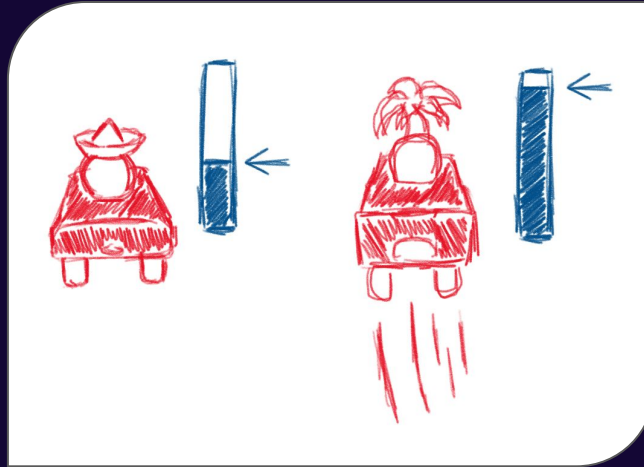
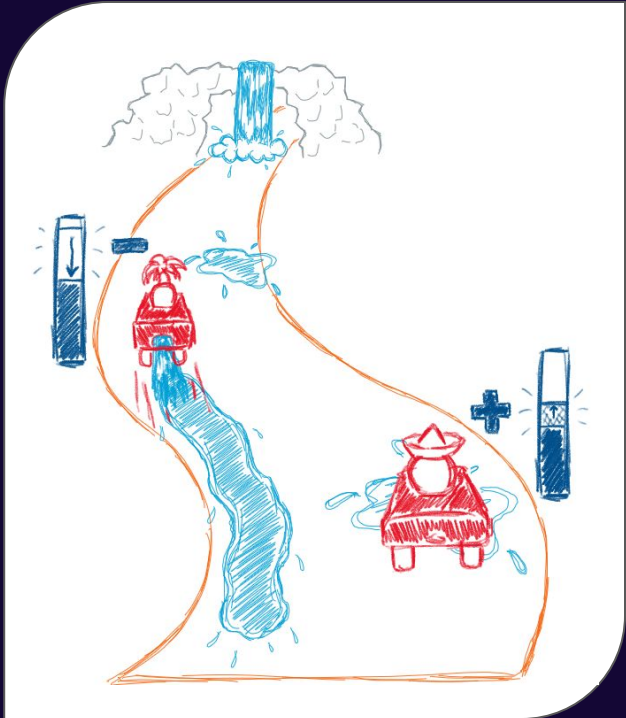
Game Idea

- Kart Racing Game
 - Multi-lap races against opponents
 - Item boxes with power up items (off
 - Boost pads
 - Wacky level(s)
 - Other type

But:

This time it's water themed!

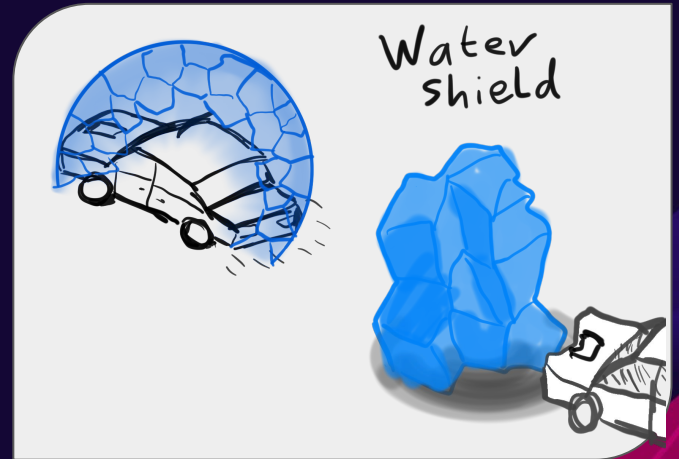
Sketches - Water Tank System



More About That Water

- Water on the ground influences vehicle handling
- Items from item boxes can be discarded and converted into water
- Certain items may leave puddles of water behind
- Items are also water-themed!

Sketches - Power Ups



Other Power Up Item Ideas

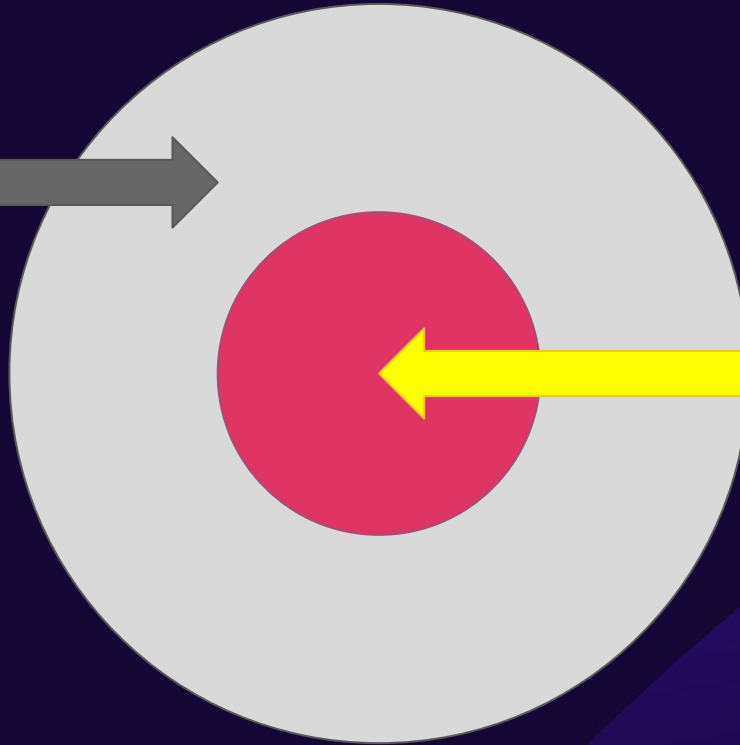
- Water bomb
- Freeze Spray / Freeze Mine

Technical Achievements

- Vehicle simulation
 - Suspension System
 - (Automated) Gear-System => Engine Power
 - Traction => Influenced by ground surface type
 - Stabilization
 - Drift Mechanics
 - ...
- Opponent AI
 - Race Course Navigation
 - (Dynamic) Obstacle Avoidance
 - Water Tank Management
 - Item Usage
- (Hopefully) Cool Water-Themed Visual Effects

“Big Idea” Bullseye

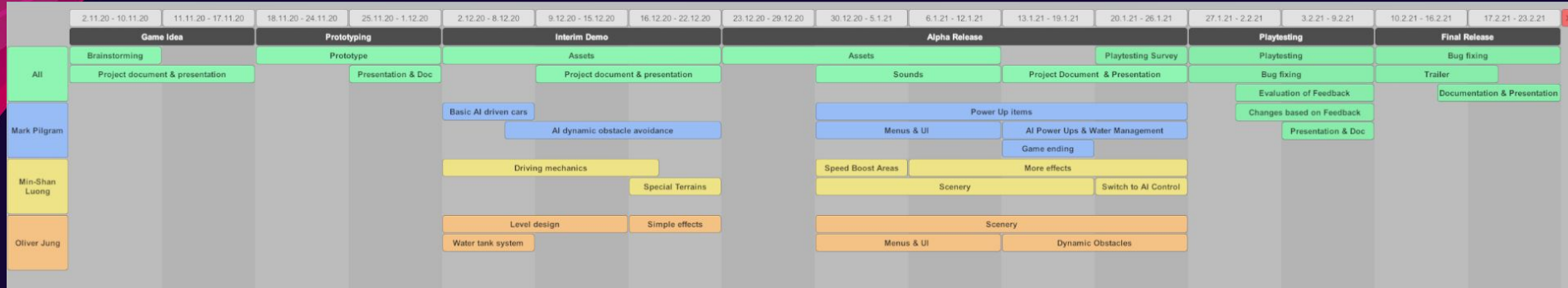
Technical Achievement:
Vehicle Simulation &
Opponent Racer AI



Core Idea:
Water Themed
Kart Racing Game



Timeline



Functional Minimum

- Satisfying driving mechanics
- varying ground conditions
- AI race track navigation
- Functional race courses

Low Target

- AI local obstacle avoidance
- Water tank system

Desired Target

- Power up items
- Speed boost pads
- Race Track Scenery
- Dynamic track obstacles
- Menus
- Sounds

High Target

- Attractive Menus
- Multiple playable characters
(Aquario, Liquigi, Princess Beach, Splooshi, Boat, Sink, Poser)
- Alternate game modes
- Bonus Point System

Extras

- Split-Screen Multiplayer
- Achievements
- Dynamic Tracks



Thank you!