

ICON

Wii

BUILD'n RACE

GAME OVERVIEW DOCUMENT

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BUILD'n RACE

GAME OVERVIEW

BUILD'n RACE is a game of high-speed racing through some of the most insane environments - huge jumps, ramps, raised hairpin turns, half-pipes and a multitude of other reflex testing track designs.

Track creation tools allow the player to easily build courses using more than 1,000 different construction blocks, which can then be played in single and multiplayer game modes.

Key Features

- **Wild and challenging tracks** - dizzying courses with huge jumps and ramps, stunt blocks, tunnels, destructible scenery
- **Track construction** - infinite possibilities await the player with the track creation tools
- **Varied game modes and race events** – game modes include Solo Race, Time Trial, Championship, Race Challenge and Time Challenge and game events such as Speed Lap, Style Race, Lap Knockout, and Tournament
- **Multiplayer mayhem** – race against up to 3 other players in split-screen mode; aggressive high-speed racing on the game's in-built tracks as well as the player's own circuits
- **Unlockable rewards and secrets** – unlock new tracks, vehicle parts and trophies (for multiple wins, best times, style points)
- **60 tracks set over 3 game environments** - 3 very detailed and beautifully presented race environments; Autorace City, Tri-State Circuits & Blackmoors Rally
- **Player profiles** - create character profiles, with the game storing progress, best times and race stats

BUILD'n RACE

SPECIAL EFFECTS

SPECIAL RENDERING EFFECTS

Vehicles and landscape objects are environment mapped and illuminated using a specular lighting model. The specular effect is used to imitate the sun reflecting off windows in buildings and other tagged surfaces. The position of the highlight is calculated from the viewpoint direction relative to the direction of the sun.

SPECULAR HIGHLIGHTS

The cars feature specular highlights to add interest, especially around seams and edges: the specular lighting is calculated per vertex and is added to the lighting of each pixel by using a specular texture map

LIGHTING EFFECTS

A wide range of optical effects have been created. These include lens flare, flare outs and shadows.

ROAD SHEEN

The road sheen effect imitates the sun reflecting off the road surface. The alpha channel of the road surface texture is used to indicate how "shiny" each texel in the road surface is, allowing for some variation across the 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.

BLOOM

BUILD'n RACE features vivid spherically mapped skylines with a post rendering effect used to provide a hazy bright light that bleeds onto the scenery. All specular highlights also have the bloom glow added, to really enhance the look of the sun glinting off the car paintwork.

FOG

The fog layer adds a little distance "purpling", to give the horizon and background mountains a greater sense of scale and distance.

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AUDIO EXPERIENCE

Ambient SFX throughout tailored to each Environment, location specific soundtrack with dynamic tempo and tone changes. High energy music specific to each Environment, 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.

AMBIENT SFX

To provide an immersive experience, each environment features tailored ambient SFX – machines hum as you get close to them, fans whoosh, wind blows, trees rustle – each environment sounds different to the last.



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GAME MODES

Game modes available from the Main Menu are:

- **DRIVER PROFILES**
- **SOLO RACE**
- **TIME TRIAL**
- **CHAMPIONSHIP**
- **RACE CHALLENGE**
- **TIME CHALLENGE**
- **TRACK EDITOR**
- **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.

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CHAMPIONSHIP

The Championship Mode is set over eight cups, with each cup featuring 10 different races. A race is held on each course with the eight participating cars vying for top honours.

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:

S P E E D L A P

Beat the goal times over 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).

L A P K N O C K O U T

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

T O U R N A M E N T

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

You earn Cash for each award and the more cash you win the more features are unlocked.

Post Race Screens...

At the end of each race a status screen displays the finish position of the cars. The winner's overall race time is displayed along with the best lap time, and each losing car displays its time behind the leader's on the status board.

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CHALLENGES

The Challenge modes allow 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.

Race Challenge...

In this mode you must finish in the top 3 to earn a medal (1st, 2nd or 3rd to obtain gold, silver and bronze respectively). You race the AI cars in this mode.

Time Challenge...

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.

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STYLE POINTS

During a race the player can earn style bonuses for the various manoeuvres listed below: these points add to your Nitrous Boost total.

AIR TIME

When the player completes a jump, style points are awarded based on how long the car was in the air

HANDBRAKE TURNS

When the player uses the handbrake to make a turn, style points are awarded if the car turns through 180 or 360 degrees.

SPINS

If the player car spins through an angle greater than 180 degrees then style points are awarded based how much the car has spun.

DRIFT

When the player car skids around corners, style points are award based on how long they skid (drift) for.

PAINT SCRAPE

If the player car scrapes against another car for longer than one second, style points are awarded.

HEAVY HIT

If the player car collides with another car and is travelling faster than the other car, style points are awarded.

SPIN OUT

If the player car collides with another car and causes that car to spin more than 90 degrees, style points are awarded.

POWER HIT

If the player car collides with another car while boosting, and is travelling faster than the other car, the other car will be smashed out of the way and will crash spectacularly.

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WII CONTROLS

BUILD'n RACE can be controlled with several different controller configurations, as detailed below.

Note: To select between Simple and Tilt controls, select Steering Method from the Player Profiles menu. Nunchuk control is automatically selected if a Nunchuk is plugged in.

CONTROL METHOD A: SIMPLE

To control the vehicles within the game the player must hold the Wii Remote in their hands horizontally with the +Control Pad towards the left.

<u>BUTTON</u>	<u>ACTION</u>
+Control Pad Up/Down	Steering
+Control Pad Left/Right	Point nose up/down
2	Accelerate
1	Brake/reverse
A	Handbrake
B	Turbo boost
Plus (+)	Pause menu
Minus (-)	Reset car on track

CONTROL METHOD B: TILT

The player must hold the Wii Remote in their hands horizontally with the +Control Pad towards the left.

<u>BUTTON</u>	<u>ACTION</u>
Tilt Left/Right	Steering
Tilt Up/Down	Point nose up/down
2	Accelerate
1	Brake/reverse
A	Handbrake
B	Turbo boost
Plus (+)	Pause menu
Minus (-)	Reset car on track

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CONTROL METHOD C: NUNCHUK

The player must hold the Wii Remote in their hands upright with the Nunchuk plugged in.

Note: this steering method is automatically selected if a Nunchuk is plugged in.

<u>BUTTON</u>	<u>ACTION</u>
Control Stick Left/Right	Steering
Control Stick Up/Down	Point nose up/down
A	Accelerate
B	Brake/reverse
C	Handbrake
Z	Turbo boost
Plus (+)	Pause menu
Minus (-)	Reset car on track

TRACK EDITOR CONTROLS

To create and edit tracks, the player must hold the Wii Remote in their hands upright with the Nunchuk plugged in.

<u>BUTTON</u>	<u>ACTION</u>
Control Stick	Move cursor
Control Stick & C	Move/rotate camera
Control Stick Up/Down & Z	Change cursor height
+Control Pad	Select current block and block type
2	Mirror block
1	Rotate block
A	Place block
B	Erase block
Plus (+)	Pause menu
Minus (-)	Test-drive

MENU CONTROLS

<u>BUTTON</u>	<u>ACTION</u>
+Control Pad	Navigate menus
A or 2	Select item
B or 1	Back to previous menu

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CUSTOMISE VEHICLE

There will be 8 vehicle models to select. The vehicles are loosely based on real world cars. Each of these can then be customised with add-ons and parts that are unlocked by winning races and events.

CUSTOMS OPTIONS

The following modifications are available to buy:

- Rims
- Spoilers
- Paint Finishes
- Vinyl Graphics & Decals

AI RACERS

Each AI driver within the game drives their own unique car – customised to match the driver's personality.

L J

Mid 30s; tough yet fair cop. Clean shaven, heavy set with a wry grin (reference: Bruce Willis Die Hard in a short sleeved police shirt).

Drives: Police cruiser

HOLLY JADE

19; smart and tough, blonde. A high profile entertainment lawyer with a love of fast cars and racing.

Drives: Pink Sports Evo with custom paint-job

MAX

22; dark haired, clean shaven good looking - leather clad (reference: Mel Gibson in Mad Max (the first movie)).

Drives: Muscle car with tribal vinyls

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SPENCER

29; athletic blonde haired guy, likes surfing but is no stoner. Wears a cowboy hat with rock star style clothes, drives a taxi to support himself while his band makes it big.

Drives: Yellow Taxi cab

STICKY

25; very cool, good looking black guy wearing a very nice expensive suit and wearing it *well*.

Drives: Modern muscle car

CURTIS

Late 40s; overweight, obnoxious and nasty. Dressed in a bowling shirt; white with stubble and a permanent snarl.

Drives: TBC

CLANCY

28; a tattooed ball of aggression – ex-pro wrestler who loves nothing more than a good fist fight. Very strong profile, dressed in urban gear with a wrestling influence; shaved head with goatee beard and lots of exposed tattoos.

Drives: Big black 4x4 SUV

RICH

Late 30s; city trader with lots of cash – slightly paunchy with slicked back blonde hair (reference: clothing like Crockett from the new Miami Vice).

Drives: Top of the range yellow Z66

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RACE ENVIRONMENTS

BUILD'n RACE features three different environment themes, inspired by locations throughout the world.

Environment Descriptions...



A U T O R A C E C I T Y

Speed through the city from downtown commercial and residential areas through to financial districts and shopping precincts. The driving is fast and unpredictable with wild stunts and jumps.



T R I - S T A T E C I R C U I T S

In arenas made for over the top racing with specifically designed stunt tracks, skyward spiralling road courses and more traditional motorsport race circuits. Enjoy the beautiful sunset sky but watch out for the blimps on those high jumps!



B L A C K M O O R S R A L L Y

Get dirty with the rally environment featuring dirt tracks and winding country lanes where wide sweeping curves and hair raising tight bends come one after the other. With tight chicanes and river crossings, the winding tree lined roads are surrounded by vast nuclear factories, wind farms, holiday parks and ancient ruins.

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TRACK CONSTRUCTION

BUILDING BLOCKS

A building block is a piece of the road. By laying these blocks end to end, tracks can be built. The blocks listed at the bottom of the screen are available to construct the track. The number of blocks can be increased by buying extra blocks from the shop.

The design and characteristics of the blocks vary depending on the environment. Block types include:

- Scenery elements
- Bridges
- Chicanes
- Banking turns
- Tubes
- Tunnels
- Jumps
- Hills

Each environment contains the following essential blocks:

- The START/FINISH block
- Checkpoints



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MULTI-PLAYER RACING

Multiplayer racing will be an integral aspect of the product. There are 6 multiplayer game modes, each of which allows competition between 2-4 players.

Multi-Player on Wii

For the Wii implementation, the multiplayer game modes will be played on one console using split screen, i.e. the screen will be divided into multiple viewports, one for each player.

Multi-Player Game Modes...

V E R S U S R A C E

A straight forward head-to-head race mode – first to the finish line wins.
(2-4 Players)

T E A M R A C E

As above, but with two teams of two racers.
(4 Players)

T E A M S T Y L E R A C E

As above, but with two teams of two style racers.
(4 Players)

L A P K N O C K O U T

Stay ahead to win; the driver in last place at the end of each lap is knocked out.
(2-4 Players)

T O U R N A M E N T

Earn tournament points for placing across a series of races to hit the highest combined score
(2-4 Players)

T E A M T O U R N A M E N T

As above, but with two teams of two racers.
(4 Players)

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DEVELOPMENT SCHEDULE

MILESTONE 1 : ALPHA

Delivery Date:
October 2008

MILESTONE 2 : BETA

Delivery Date:
November 2008

MILESTONE 3 : MASTER

Delivery Date:
December 2008