

MotorDuels: Outcast

Eurofun product requirements document

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1 Application requirements

1.1 Application information

Application name	MotorDuels: Outcast
Document version	1.0
Application version	1.0
Application release date	25.03.2004
Supported handset type versions	Nokia s40, Nokia s60
Developer name	deepMist Studios
Game Lead	Ohad Barzilay

1.2 Application general description

Driven from your home city you flee to the wilderness, vowing to avenge those responsible. Having only your car, you now have to build your power and skills, engaging in a series of combat racing duels against other outlaws. Gain new weapons and earn gold to arm and upgrade your combat vehicle. Gather enough strength and reputation to return to your city and challenge your enemies. Can you handle the heat? Can you top the MotorDuels?

1.3 Game menu description

1.3.1 Application menu flow

Attached Diagram #1

1.3.2 Application menu texts

Attached Diagram #2

1.4 Application key usage description

A table containing the used keys & their usage

Key	Functionality
UP / 2	Faster (Game); option up (Menu)
DOWN / 8	Slower (Game); option down (Menu)
LEFT / 4	Car left (Game)
RIGHT / 6	Car right (Game)
FIRE / 5	Aim, Shoot (Game); Select (Menu)
Softkey1	Select (Menu)
Softkey2	Back (Menu)

1.5 Application session structure

1.5.1 Application levels

There are 2 locations in the game: Wilderness and City.

Wilderness – a wild deserted place where ranks 1-3 are fighting

City – City outskirts where ranks 4-6 are fighting

Each level got it's own unique look and feel (background, road side items and colors).

In each level there is a general character that most fights will be against, and 2 special characters the player will have to stand up to.

1.5.2 Game scoring system

Rank	Rank Name	Rank color	Reputation	Avg. wins per rank	Avg. games played (accom)
1	Rookie	Dark Green	0 - 39	4	7
2	Skilled	Light Green	40 - 199	8	20
3	Pro	Dark Blue	200 - 439	8	35
4	Expert	Light Blue	440 - 839	10	55
5	Master	Dark Red	840 - 1339	10	75
6	Grand-Master	Light Red	1340 +	10	95

Win / Lose rules (gaining reputation)

1. finishing the duel first earns a winning – and reputation. Loosing a duel will result in a decrease of reputation.
2. Winning an opponent with a rank matching your own or higher – increases reputation by opponent's rep. x 10. Winning over a lower rank rival only gains rep. 10. Same apply to loosing reputation.
3. Every winning is at least +10 reputation. Every loss is at least -10 reputation.
4. For blasting the opponent out of the game (killing him) the player gets double the reputation he was supposed to get.
5. If you were killed – reputation lost is double the reputation he was supposed to loss.

1.5.3 Application logical flow

Attached Diagram #3

The objective of the game is to get first to the grand prize (which is ammo, gold or weapon upgrade) and then go back to the starting point. If the player got first to the starting point He wins the dual. Anything that the player collected during the dual – will stay with him for the next game.

1.6 Multilingual support

Menus are currently based on a text file which can be translated into any black to right languages. Text is only in use at the menus, during the actual duel there is no need for text.

1.7 Advanced features

- Endless number of different tracks (tracks are generated randomly at the beginning of each duel)

1.8 Application errors & error handling

Error description	Error trigger	Default displayed error message

2 Game visual guidelines

2.1 Menu visuals

Attached Diagram #4

Sounds:

- Theme music.
- push button sound.

2.2 Game visuals

Attached Diagram #5

Sounds:

- Player shoots
- Opponent shoots (maybe not use this one)
- Player got hit
- Opponent got hit
- Player Fall into a hole
- Opponent Fall into a hole
- Player took ammo / gold from the road
- Player did a U-turn
- Player took grand prize (while doing a U-tuen)
- Opponent took grand prize
- Victory music at end of game (if Player wins)
- Lost music at end of game (if Player lost)

2.3 Game branding

MotorDuels series (including MotorDuels: Outcast) is an IP owned by deepMist Studios, as well as all game code, graphics and music rights. Subcontractors hired for producing some of the game content (art and sound) are Ian MacLean (Nvision Illustration, Canada - Art) and ____ (sound). Both have transferred (in writing) all copyrights of the work to deepMist Studios.

Other companies involved in the project are EuroFun (publisher) and Cash-U (Score Posting technology provider).

3 Game configuration

This section discusses all available configuration options, both at client and sever side.

This section is to include all configuration parameters, description, possible values & recommended default values.

3.1 Client side configuration

3.2 Server side configuration

3.3 Other configuration

4 Server side requirements

4.1 Server description

Score Posting enabling server. (Cash-U's Pecan)

4.2 Server configuration

Server configuration, including hardware requirements – only in case a new server solution is provided as part of the project

4.3 Server to client interaction

Description of the interaction triggers, events, capabilities, protocols, etc..

4.4 Server integration

Descriptions of the integration requirements, including client to server integration & server to operator servers integration

4.4.1 Reporting

Description of the required application related report, based on operator requirements.

4.4.2 Billing

Description of billing requirements, based on operator's (or other customer) requirements.

Diagram #1
Menu Flow Diagram

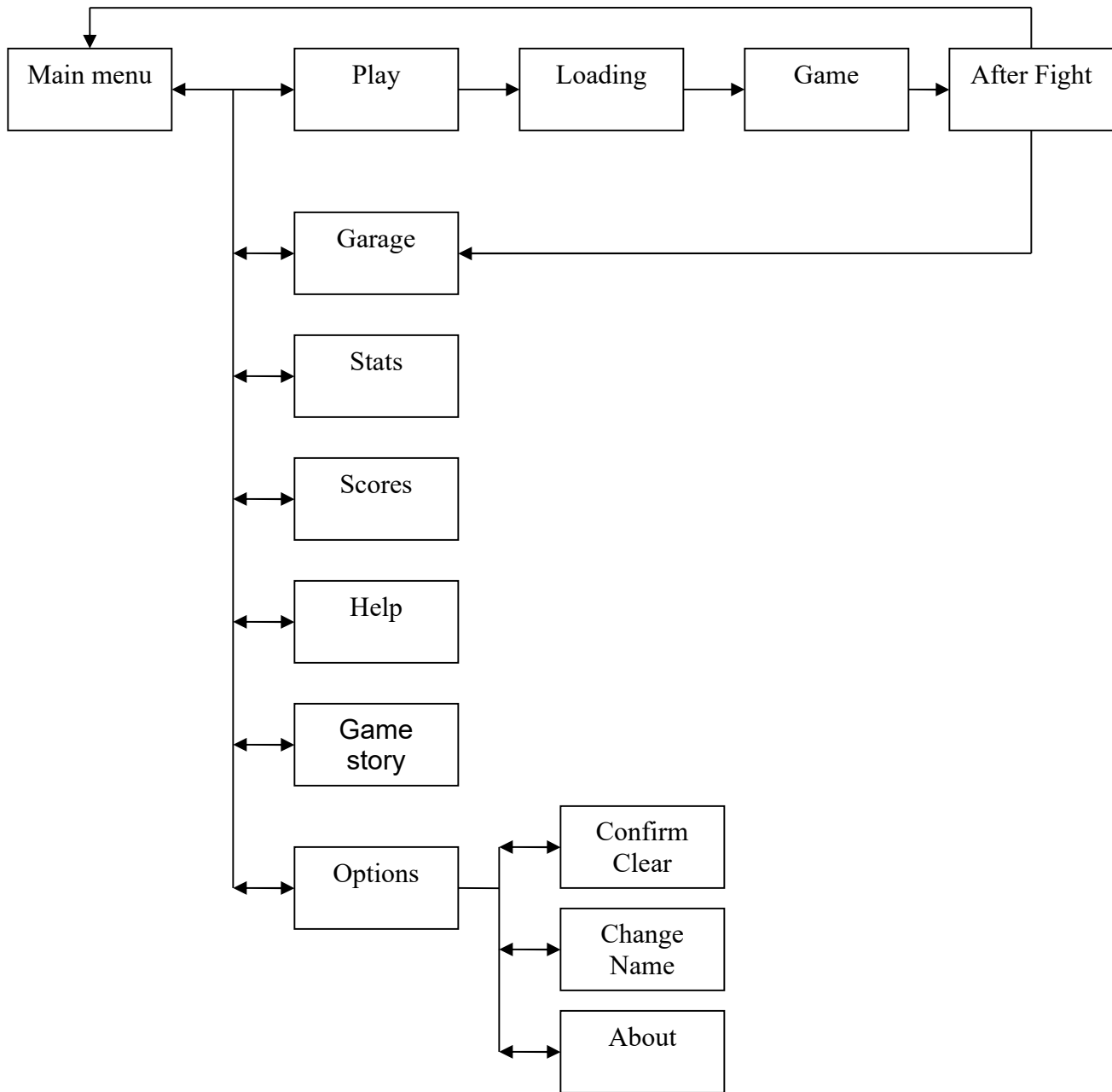


Diagram #2

Menu texts Diagram

Main menu:

Play
Garage
Stats
Scores
Help
Game Story
Options

Garage:

Garage
Buy Ammo [gold needed for one shot] g
Repair Car [gold needed to repair car] g
Buy Weapon [gold needed to but a new weapon] g

Gold: [gold that the player have] Shots:[number of shots that the player have]
Hit Points: [current hit point] / [max hit point for this level]

Stats:

Name: [player's name]
[player's rank]
Rep: [current reputation]
Next Rep: [reputation needed for next rank]
HP: [current HP] / [max HP for this level]
Ammo: [current energy] ([number of shots] shots)
Gold: [current gold]
Weapon: [weapon name] (pwr [wapon's value])

Scores:

Help:

HELP

UP / 2 - Faster

DOWN / 8 - Slower

LEFT / 4 - Left

RIGHT / 6 - Right

FIRE / 5 - Aim, Shoot

tips: deepmist.com

Game Story:

The gangs in your city have driven you to the wilderness.

Build your power by engaging a series of combat racing duels against other outlaws.

Win money and ammo, gather enough strength and reputation to return to your city and challenge the gangs and their leader, Necro!

Options:

Clear Save

Change Name

About

Confirm Clear:

Back being a Rookie?

Are You Sure ?

Yes No

Change Name:

About:

deepMist Studios

Ohad Shmulik

Barzilay Moradoff

Ian Maclean

Publisher:

Score Posting: Cash-U

MotorDuels, MotorDuels:

Outcast are copyrighted

deepMist Studios, Israel

www.deepmist.com

Diagram #3
Application Logical Flow

PLAYER

AI

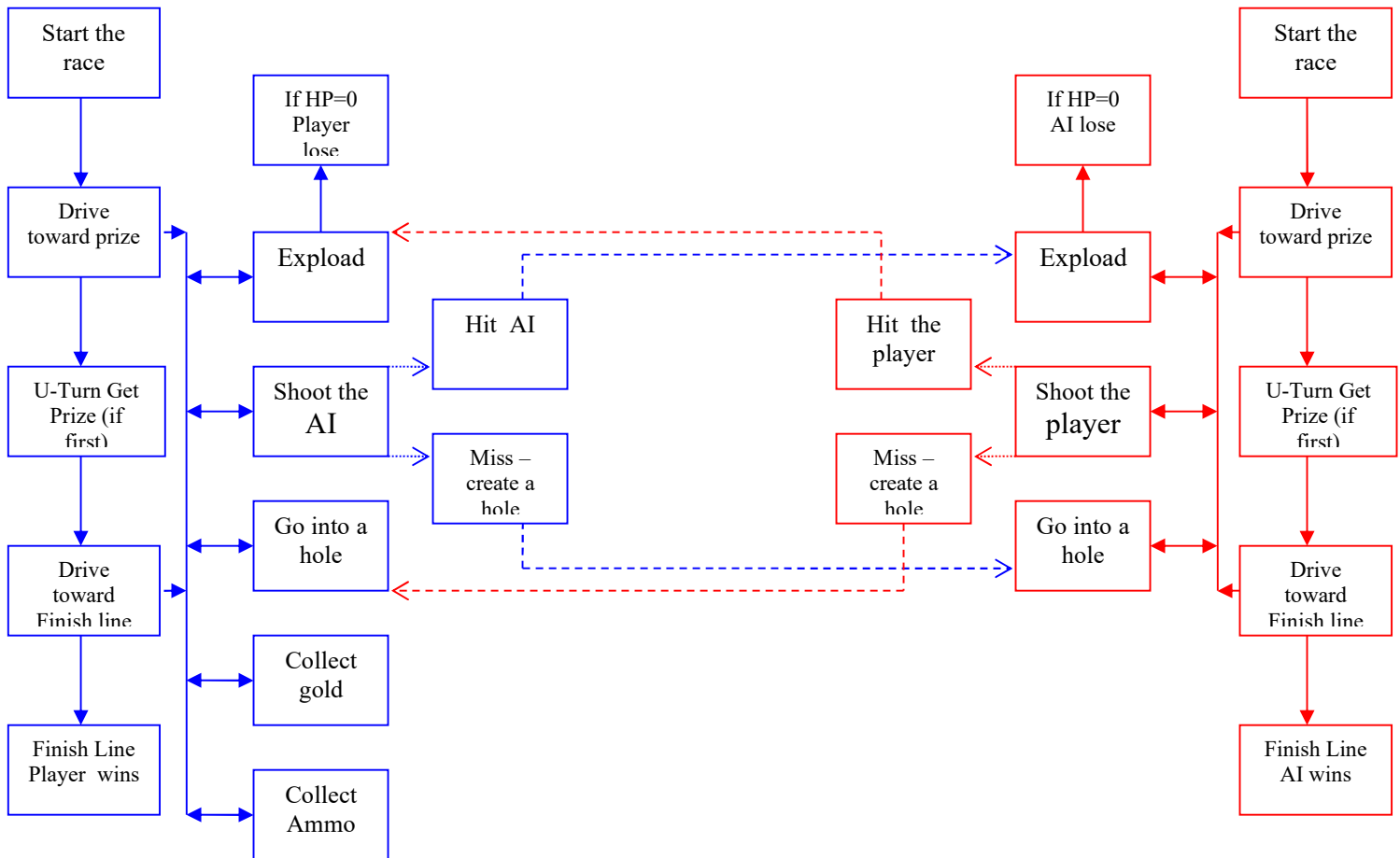





Diagram #4

Menu Visuals (Not FINAL)

Wilderness menus:

 Game Store Play Garage	<p>Play</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Fight a Rookie <input type="checkbox"/> Fight a Skilled Training 	 <p>Name: Ian <input checked="" type="checkbox"/> Rookie HP: 44 / 44 Ammo: 40 (40 sl Gold: 82 Weapon: Bazook Next Rank: 40</p>	<p>Play</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Fight a Rookie <input type="checkbox"/> Fight a Skilled Training
<p>HELP</p> <p>UP / 2 - Faste DOWN / 8 - Slo LEFT / 4 - Left RIGHT / 6 - Rigi FIRE / 5 - Aim.</p>	<p>(C) 2004 deepMist Stu</p> <p>Code:</p>  <p>Ohad Sh</p>	<p>Ohad Sh Barzilay Mo</p> <p>Art: Ian Maclea</p>	<p>Publisher EuroFun</p> <p>Score Posting: C MotorDuels, Moto</p>
<p>MotorDuels, Moto Outcast are copy deepMist Studios</p> <p>www.deepmist</p>	<p>Back being a R Are You Sur</p>	 <p>I hope you have good insurance!</p> <p>The question is</p>	<p>Reputati</p> <p>Highest Rep: Best Ever Duel</p>

City menus:


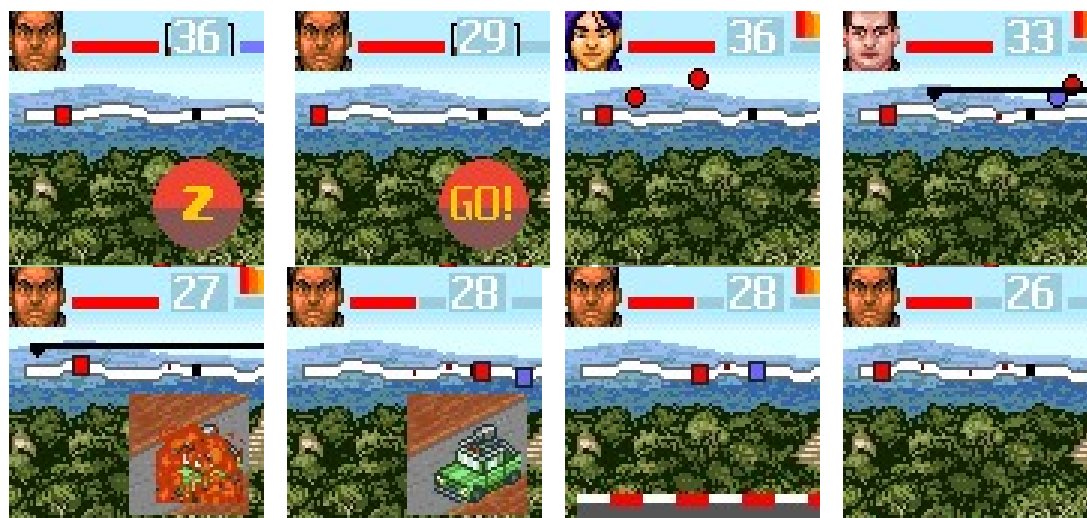
 Game Store Play Garage	<p>Play</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Fight a Pro <input type="checkbox"/> Fight an Exper <input type="checkbox"/> Fight a Master Training 	 <p>Name: Ian <input checked="" type="checkbox"/> Pro HP: 260 / 260 Ammo: 28 (28 sl Gold: 113 Weapon: Bazook Next Rank: 440</p>
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Diagram #5
Game Visuals (Not FINAL)

Wilderness Game:



City Game:

