

“Twisted Metal- L.A.” Game Design Document

A Vehicular Combat MOD

Title:

“Twisted Metal- L.A.”

Target Audience:

- Extreme violence, M for mature.
- Fans of the Twisted Metal series will be the main audience as they will appreciate the gameplay and reference to classic Twisted Metal characters.
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Target Platform:

- PC (Steam)
- Eventually PS3, XBOX 360 (Downloadable)

Concept:

As a MOD, our story is set using the same characters and overall concept, but with a unique twist on the story that will involve a linear storyline. Calypso has kidnapped and beaten Sweet Tooth, leaving him for dead and allowing local thugs to steal his vehicle. Sweet Tooth awakens and must retrieve his car in order to fight off the bad guys and get his vengeance on Calypso.

Game Play:

- Fight to Survive
- Win the game by being the last man standing

Unlike traditional Twisted Metal games, you will start as the main character, work your way to the vehicles and from there use your chosen vehicle to accomplish your goals.

As the main character, Needles Kane, you find yourself waking up in the LA River (fortunately during the dry season) without your beloved ride. You must find your vehicle, Sweet Tooth, fight off your enemies and have your revenge on Calypso and his thugs.

Upon waking up you will need to find a weapon nearby and kill the thugs that are jacking your car. Once you come upon your car you realize the wheels are missing as well as a few other key components needed to have it drivable. The player must then find those parts, get back to his vehicle and fight off new enemies who have modified combat vehicles of their own.

Now the gameplay takes on a more traditional route and it becomes everyman for himself as you fight to survive.

CHARACTERS:

Sweet Tooth – An ice cream truck driven by a psychotic clown that has recently escaped from a mental hospital and wishes to see his best friend.

DarkSide – a semi-trailer truck driven by an unknown being seemingly not from this earth. He wishes only for complete destruction and no survivors.

Mr. Grimm – Another mysterious character, Mr. Grimm drives a motorcycle and has the most powerful Special weapon in the game while at the same time being the most vulnerable. His motives are unknown.

Specter – Driving a sports car, Specter is a restless spirit that wishes to be whole again.

Calypso – This is main enemy and the sponsor of the traditional “Twisted Metal” car combat games. You will help defeat Calypso by destroying his minions, but you will not actually fight against him in this version.

Levels:

The game will consist of multiple arenas to fight in separately depending on the amount of players or the map as a whole can be played on a much larger scale. For the time being, the 1st two areas will be the only two open for play. The LA river will be a part of each level as it divides the city from one region to the.

Griffith Park- Drive around Griffith Park to destroy your opponents. The observatory holds many secrets.

The Hollywood Hills - Not much around but a sign and some hills, so plenty of room for complete destruction of your opponents.

Los Angeles Residential / Industrial - Nothing good can come from placing bloodthirsty drivers in the heart of a nice LA neighborhood or near destructible buildings... Be careful, pedestrian crossing.

Menus/Screens:

Main Menu-

How to Play/Controls

Play Game

How to Play-

...SEE Gameplay

Character Selection Screen

Character selection

Audio:

Staying true to Twisted Metal roots, we will try to buy the rights to certain heavy metal songs that help bring the game to life including works by Rob Zombie, Pitchshifter and Mikey Russell.