

BACKROADS

[GAME CONCEPT DOCUMENT]

IM289-03

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GAME

TEAM ROSTER:

Alec Pizziferro - Programmer

Oliver Creighton - Designer

Marissa Edwards - Artist

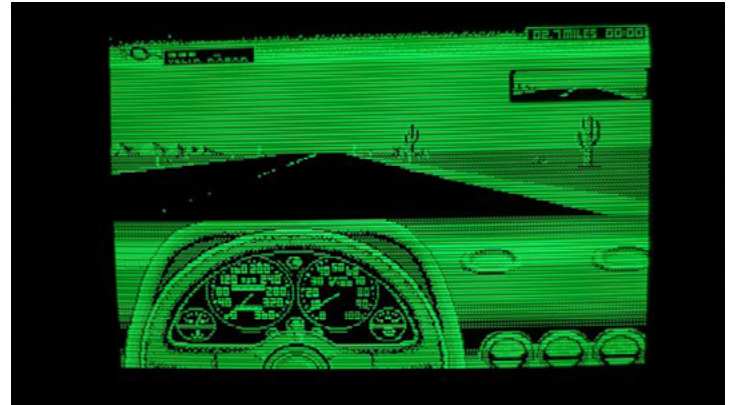
Rachel Rudy - Producer

HIGH CONCEPT:

Backroads is a first person driving psychological thriller, where players must navigate desert back roads while transporting a deadly virus.

SUMMARY:

You are a long haul trucker working for a shady corporation delivering unknown goods across Nevada. Navigate to the destination using landmarks and a map, in a time before GPS. If players get too lost or veer too far off track their vehicle will self-destruct. Players will dodge various obstacles in the road using careful turns, and must decide whether or not they want to



try and navigate around them or just drive through them. Players are also required to monitor their fuel consumption and the status of the deadly virus they are transporting. Whilst driving, players will choose whether or not to trust their only source of connection, the voice of the dispatcher on the other side of the walkie in their dashboard.

The truck radio will play music lightly, and give out news updates throughout the game, all pointing towards a theme of despair. The dispatcher will give you information about your job and events that occur throughout the game. The player will encounter rest stops and gas stations along the way, in order to refuel or reorientate themselves.

GAME MECHANICS:

Backroads is a mix of survival elements and driving. Players have to balance both the gas in your vehicle and their personal exposure to the virus they are unknowingly transporting. Run out of gas and players will find themselves stranded in the desert, and their contract will be terminated. If the player spends too long being exposed to virus residue they will zombify. In order to balance gas and virality, players will be required to find and stop at gas stations to refuel and detox. The player's truck will be controlled using the WASD keys. The vehicle is capable of drifting around turns, however if the player drives too recklessly there could be damage to the vehicle, causing more exposure to the virus, which will make the player get infected faster.



Complicating both the driving and the survival elements is the lack of direct navigation given to the player. Players are given a static map which does not contain the player's current position. Meaning in order to navigate the player will have to match landmarks and road turns with what is present on the map

in order to keep from getting lost. To win the game, players must navigate all the way to the marked destination on their maps, all while avoiding the deadly virus behind them.

CHARACTER:

The player character is a truck driver who gets hired by a mysterious company to make a delivery to a middle of nowhere facility across the state. The truck driver agrees and begins the long journey, unaware of what the night will hold.

Your dispatcher is a mysterious man who you have never met in person, only talked to over radio and phone. He seems nice and friendly at first but the longer you drive, the more aggressive he gets.



ENVIRONMENT:

Main player view will be as if sitting in the front seat of a big rig staring out the windshield. Will include rearview mirrors, radio that can be fiddled with, horn to honk. Outside of the truck you will be driving through desert roads at night. Will be very barren with most illumination being provided by truck's headlights. Tumbleweeds and cacti abound. Style will be a 3-D environment with 2-D sprites. Most sounds will be diegetic ambiance from both the truck and desert nature. However, the truck's radio will also play static southern music if turned on, which can at times be interrupted by news broadcasts.

While driving the Player will encounter many late night oddities on their long road to the factory. Some will be minor bumps such as a deer that is oddly durable. While others will force the player to either swerve off road or make some questionable decisions. Such as a large group of protesters popping up in your headlights. Of course if you're having trouble figuring out what to do your dispatcher will usually be able to provide you with some advice..

CITATIONS:

Test Drive II Screen Picture: MMaximus. "IBM 5151 monitor - Hercules sync issues?" General Old Hardware Forum, 18 June 2019. Vogons, <https://www.vogons.org/viewtopic.php?t=67649>.

Firewatch Screenshot: Good, Owen S. "Find Your Way in Firewatch with This High-Resolution, Printable Map." Polygon, Polygon, 28 Feb. 2016, <https://www.polygon.com/2016/2/28/11128962/firewatch-printable-maps>.

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