

General

- Summary of the premise.
 - The player is a 19-year-old girl (Laila) who dreams about the world outside and wants to set herself free by passing through the portal.
 - To pass the portal she needs to win in the trials game.
 - The game takes place in natural terrain. (relatively dry with some bushes and red soil. Not much water)
 - riders ride their animals. The pair(rider animal) cannot change during the game. If one dies the other gets disqualified.
 - There are tools that one can use during the game to distract, hurt other riders and their animals.
 - As the riders participate in the game their visuals and wickedness level will change based on the wickedness of their actions as would happen outside of game. Based on this their personality changes and they get shaped, as one gets too wicked, they lose a part of themselves (**their sentences and choices will differ and become more cruel**)
 - The visuals of who you start and who end up after the race can be very different usually they show up by tattoos and burns and modifications to the face and body.
 - At the end of each race, we will see what happened to the riders and their animals.
 - Do you choose to park your vehicle and heal it if it is hurt?
 - as you win the race you get rewards which you can use to upgrade your mana stones and get tools.
 - You will get access to next levels of competition if you have enough score for it.
 - If you hit an animal during a race, it will act more hostile towards you. Even if the racer has not aimed at you. this will add a bit of unpredictability.

How do you tackle the player meandering?

As this is a race and the player will not have much freedom outside of the track the player cannot do anything else, and the race will finish when half the participants reach the end or a time limit. So, there is always something to stop the race.

How would you design your dialogue system? What other systems will be relevant for your narrative?

The riders will have wickedness level and the options they have for barks and banter depend on their wickedness level.

Based on the relationship between the riders and animals the hostility of the animals and what the riders say will differ. If the relationship is bad, they will attack each other more.

Explain how you balance player agency vs control

The player can choose the tools to get and how to use them.

Do they take care of their own animals? Will they act cruelly towards other animals. Will they use wicked approaches or not?

The players can reenter enough races and win to get access to better races but if they get wicked, they cannot decrease it.

Target audience has a strong connection and interest for the animals:

The animals used are almost the same size and speed (around 4 kph) and can be found in the same environment: dry woodlands and scrublands

The animals will be introduced and have their own personalities that is important in the game. The weaknesses have been based on real characteristics of them.

The story centers around the premise of From-rags-to-riches, and your player will start out with next to nothing:

In the first run the player uses all her money to buy the race ticket and does not have any tools and needs to finish the race without them. With the prize money they can buy tools.

1. The pacing of a typical run:

- A. The riders are seen at the beginning of the race. An overview of the trail is shown
- B. They go as fast as they can dodge obstacles that are either natural or by the other riders.
- C. The other animal will act hostile towards the rider who has hurt them before
- D. There are tools that may be used. Examples of tools:
 - a. releasing animals like rabbits to distract the other animals.
 - b. Throwing fish at each other. Which works as distraction for animals but also works on the riders because they are smelly and sticky.

- c. Catching the other animal with spiky chain. Result in hurting the animal and increasing the wickedness of the attacker and hostility of the victim towards him
- d. Throw the spiky chain around a tree and throwing that tree in the way to hit the animal and rider or use as obstacle to guide to another way.
- e. Using noise to scare the animals. Not wicked
- f. Using sound to make the ears of animals hurt (blood coming out, screams of pains) losing control. Wicked
- g. Using flashes of light or fire to make the animal go blind. Wicked.
- h. Bite the animal or rider a little. Little wickedness.
 - i. Counter: Hit the biter with a pan on head. Extra point if double hit
- i. Drop spikes on the ground and putting the chain or rope around an animal and dragging on the ground. Very wicked.
 - i. Counter: cut the chain, healing potion
- j. Push the rider and animal outside of the terrain.
 - i. Increase you own speed (roll to be faster, potions, slippery ground)
 - ii. Hit the other rider to make them get back.
- k. Increase the speed of the other animal so that they cannot make the turn.
 - i. By spilling oil under neat
 - ii. By the flute
 - iii. By ice spell
- l. Using a wrench like a boomerang
- m. The animals can overheat. Need to drink water. Tongue outside.
- n. You can use kind words on your animal to make them feel less hostile and faster.
- o. Spill oil. Slippery fire inducing.
- p. Lots of fish spills. It can distract the other mammals or the racers. And make obstacles.
- q. Spring under foots. For short periods. Helps to get over the bumps and jump further.
- r. Or make the other animal hit an obstacle.
- s. Straps with wings used on others and throw them outside of the race area.
- t. You can use the blind on the animal and make them not get distracted. But this means that they won't be as fast and they won't attack the other racers if they get too close. You will have to work yourself.
- u. Stones to make them go faster
- v. Water and health potion.
- w. Customize the animal with armor or protection (eye, sound, smell)