

# Carriage Knight



*Saving the World, One Passenger at a Time*

Crystal Wheeler

# *Dangerous Routes Give Me a Job*



- ▶ In a fantasy world, infested with monsters galore, what is one to do when in need of transport that goes outside the city? Get a carriage driver that's brave enough to do it!
- ▶ The player is that courageous, crazy carriage driver faces fantastical perils for their daily bread because they care about aiding others...well, and because the pay is good.

- ▶ Monsters and other obstacles don't make travel easy in this world though. The player has to plan their routes carefully, and dodge monsters, projectiles, and environmental hazards that stand in their way.



# Overview

▶ *Carriage Knight* is a 3<sup>rd</sup> person, single-player driving game, but instead of the typical vehicle of a car, the player drives a carriage in a monster-infested, European Fantasy world. In this lighthearted fantasy, the player should feel heroic and important as the carriage driver.

▶ The player avoids obstacles and aims to reach a goal as quickly as possible. The less damage and the shorter the traverse time, the better.

▶ This is focus on dodging while driving a vehicle is similar to endless runners and racing games, where reflex and navigating is important.

▶ Unlike racing games, though, players also draw the path they will take based on information about environment and monster routes.

▶ Monsters will also attack the carriage, so there is an additional factor of predicting the attacking monsters' movement on route to avoid taking damage.



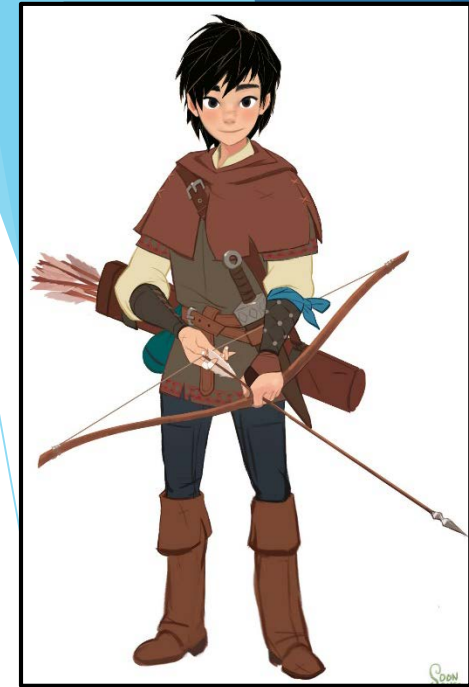
# Job Requests

- ▶ The player mainly gets jobs through the Carriage Guild.
  - ▶ Jobs range from transporting rations for soldiers to transporting individuals to helping adventurers chase and take down a large monster.



- ▶ The job request itself lists the main objective of the request, any bonus objectives, a short text that indicates the circumstance/premise of the request (like delivering supplies to soldiers), and may list a couple of hazards of importance (like fog, or specific types of monsters).

- ▶ Once the player takes the one they want to do, there is a brief dialogue exchange (usually) with the client.
  - ▶ Players are also shown a map which indicates information like predicted large monster and monster pack routes, and select the carriage, horses, and coachdog they will use.
  - ▶ After that, the carriage driving gameplay will initiate with a countdown to start.



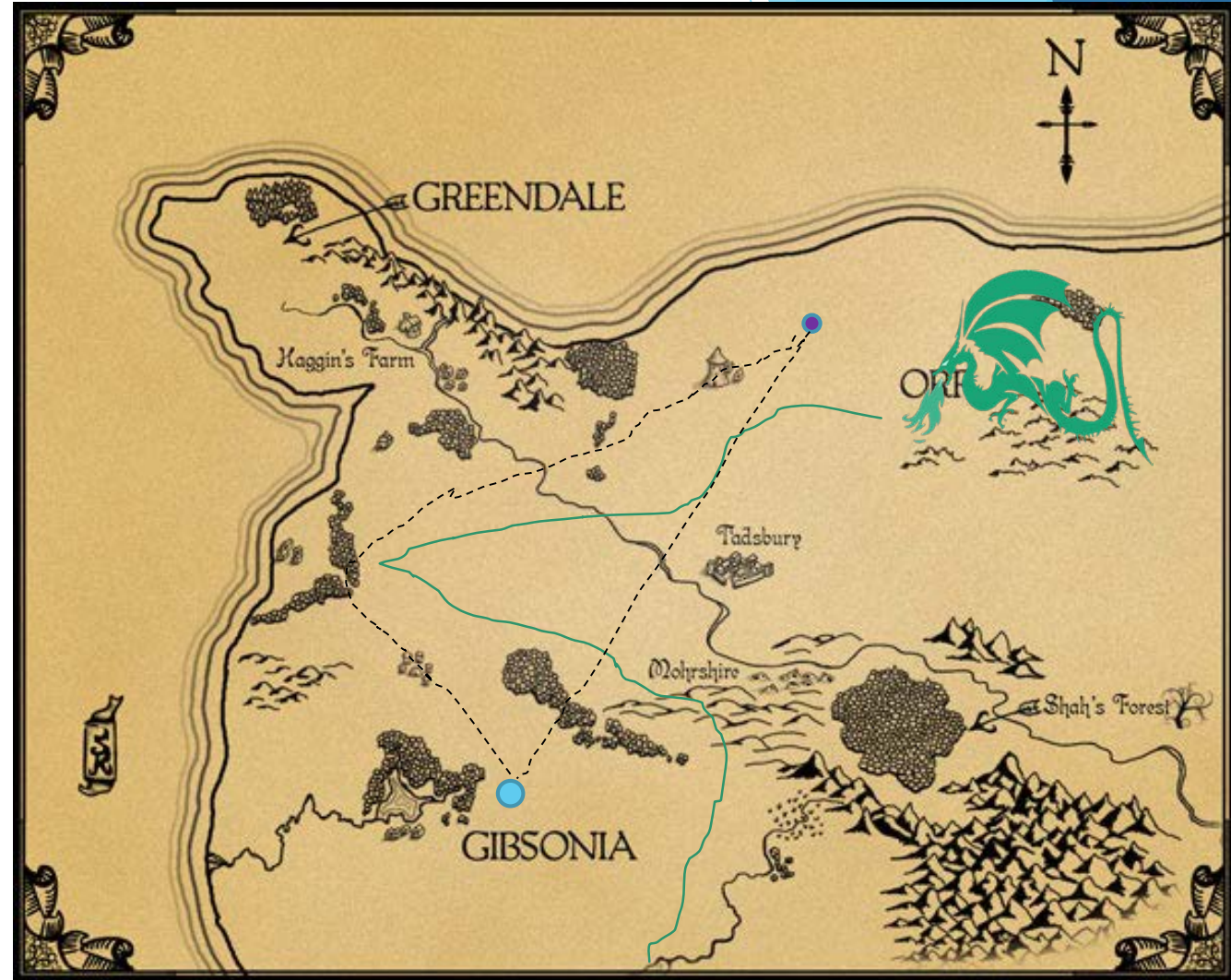
# Plan Your Route

- ▶ Before going on route, a driver needs to know what route they want to take!
- ▶ The player will be shown a map, and there will be symbols indicating information like a predicted dragon swarm route.
- ▶ The player must find the most efficient route they can.

- ▶ Of course, the quickest route isn't always the safest...
- ▶ If a player wishes to prioritize avoiding monsters they can, but it might take longer.

In image:

Black dotted are possible player drawn paths, both are valid.  
The green line is the dragon swarm path.



## Win/Lose Conditions

- ▶ Win: Usually involves reaching each destination with at least a little HP left, and/or reaching the goal before time runs out.
- ▶ Lose: Carriage gets turned over, time runs out (if there's time limit) or carriage's HP hits 0.

## Special Win Conditions

- ▶ Some requests have special conditions such when helping adventurers attack something very mobile.
- ▶ This type of request might require the player to not only dodge, but also have moments where the carriage is steady enough for the adventurers to shoot at (and hit) a powerful foe.
- ▶ In this case, the win condition will be to get the foe's HP to 0.

## Upon Winning

- ▶ When the player is successful, they receive their score and money.
- ▶ They can spend money on customization items, and improving/purchasing tools of their trade like horses and carriages. Players also need to pay to repair damages on their carriage(s).



# The Carriage and the Driver



- ▶ The player can slow down, speed up, do short sprints of high speed, stop, and shake the carriage by turning left and right while running fast.
- ▶ Players can also swing (basically ram) the carriage into monsters and such, but the collision damages the carriage.
- ▶ Camera can be moved to view areas like the sides more clearly.

## Shooting

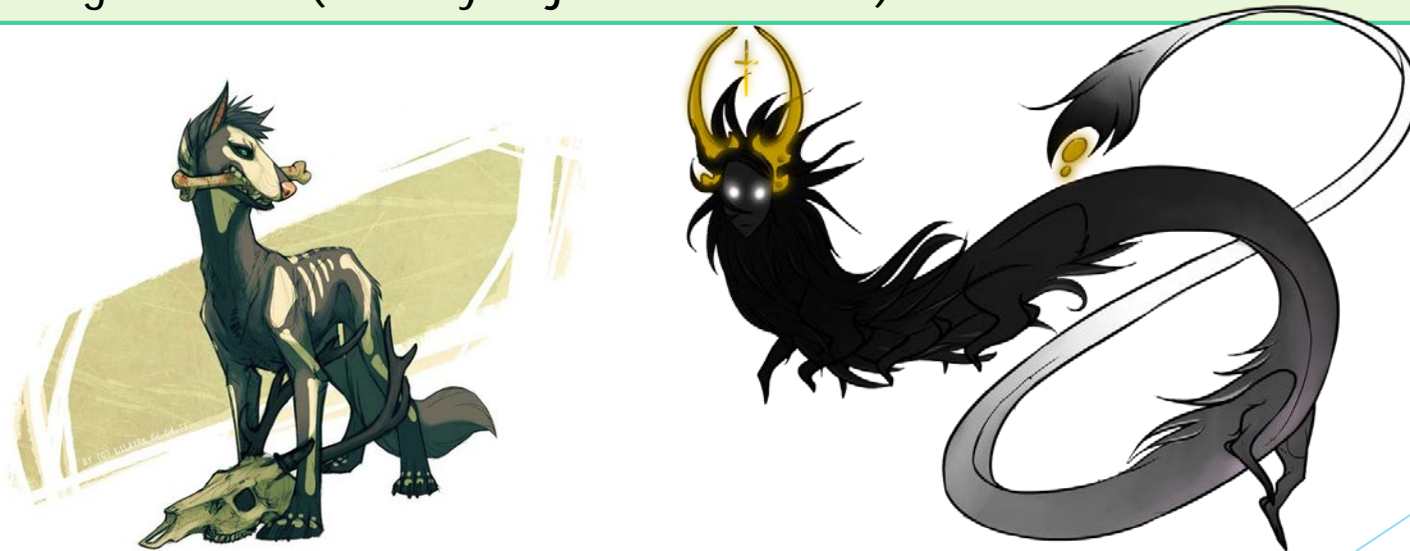
- ▶ Sometimes, the driver know they can't dodge something in time, or dodging would crash them into something else.
- ▶ For these situations, the driver can shoot at obstacles, monsters, and projectiles like fireballs.
- ▶ However, there is a bullet limit, and reload time is a little long. (*I mean, have you ever tried reloading a gun while driving?*)

## Caution!!

Making quick, sharp turns can unbalance the carriage and if it is too off-balance, it will fall over (which is a lose condition).

# Monsters

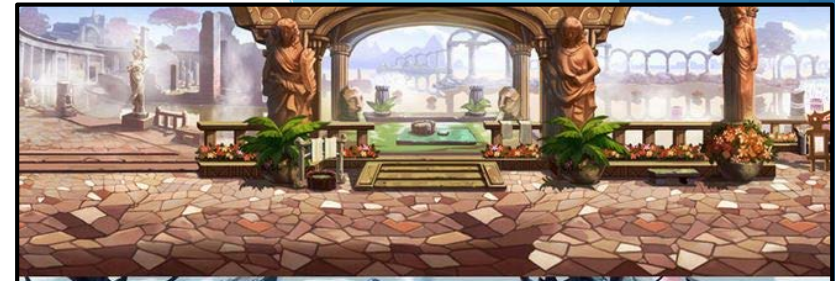
- ▶ There will be monsters that roam the areas that the players go through to reach the goal. They don't all just sit around munching grass, though...
- ▶ Many monsters will try to attack the carriage. The key to making it to the goal safely with cargo and/or passengers intact is to pay attention to their attack patterns.
- ▶ Different monsters opt for different tactics such as ramming into the carriage, firing projectiles, jumping into and out of the ground, trying to push the player with bouts of heavy winds, jump onto the carriage and start eating cargo (or just weigh down the coach), and creating illusions (dummy objects/monsters).





# Environmental Hazards and Weather

- ▶ Player must avoid as many environmental hazards to avoid damage and/or time loss.
    - ▶ Slippery ice, makes turning and speeding up difficult.
    - ▶ Ground on fire, damage
    - ▶ Stationary obstacles like regular trees and rocks
    - ▶ Moving static objects like falling trees, vicious grabby plants,
  - ▶ Weather such as heavy winds can slow down, or push the carriage in the direction of the wind's force.
- 
- ▶ Player can also use these hazards to their advantage in some cases to gain distance from enemies, and/or avoid an enemy attack
    - ▶ Make enemies move in such a way that they crash into an obstacle
    - ▶ Pesky plant monsters burn in a fire



# Coachdog

- ▶ Assists the player
- ▶ Warn player of incoming hazards happening off-camera
- ▶ Also can hinder or chase off a few enemies at a time.

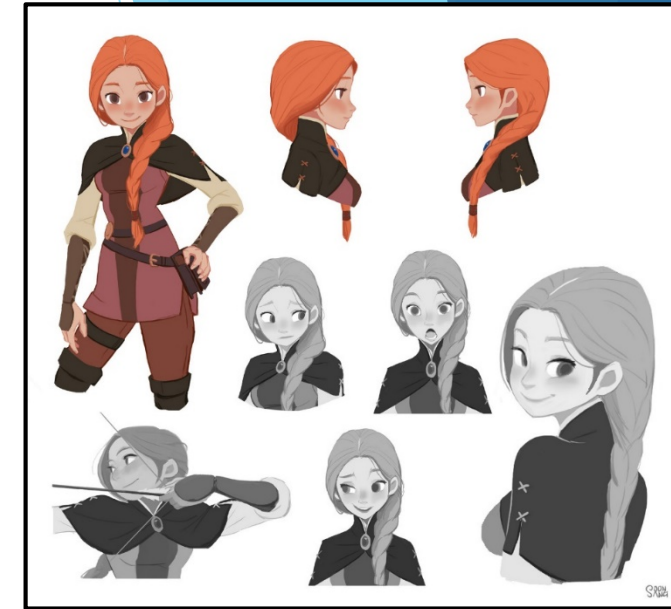
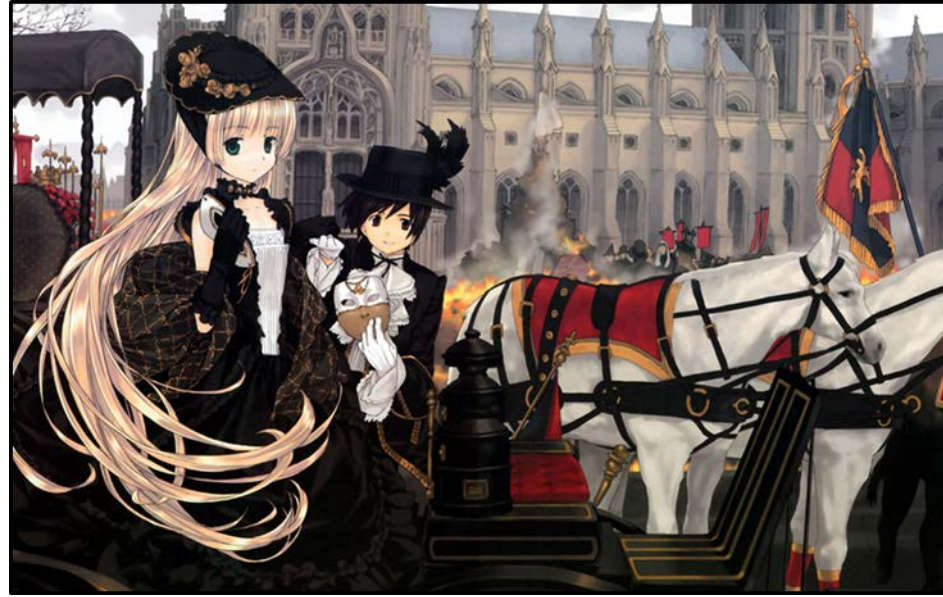


- ▶ Can tell when obstacles and monsters are illusionary dummies, and will chase them off
- ▶ Players can opt to not use a coachdog as one way of increasing difficulty

# Style

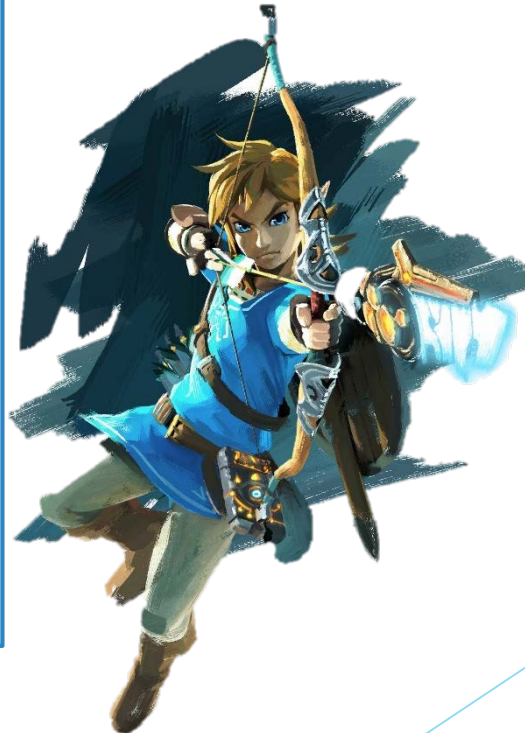
▶ Take inspiration from traditional European aesthetics (such as architecture, fashion, etc.), and translate those aesthetics into a cartoonish, vibrant fantasy style and coloration

▶ Music is upbeat and lively to match the bright visuals, and some music with a sense of grandeur to enforce the feeling of being a hero



# Target Audience

- ▶ Young Adult (around ages 15-20), Male
- ▶ Likes validation of their opinions and clear acknowledgement of effort; it is stressful and frustrating if they get bad scores too often unless they are confident they can fix it soon.
- ▶ Prefers action-adventure, shooters, and (action) RPGs
- ▶ Favorite games: *Legend of Zelda* series, *Tales of Symphonia*, *Grand Theft Auto*, *Mario Kart*, and *Monster Hunter*.
  - ▶ Likes fantasy theme
  - ▶ Enjoys a clear translation of physical skill to the result because it gives a sense of accomplishment, validation, and power



- ▶ Usually watches shows with a lot of action or comedy
- ▶ Reads superhero stories expecting an inspiring, optimistic individual that perseveres through hardship, so finds it uncomfortable if someone who is clearly supposed to be a “hero” does something morally repugnant.
- ▶ Plays games as an escape from life’s troubles, so prefers an optimistic or empowering tone over a cynical or powerless one.