

Test Game Design Ivory Tower

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THE CREW 2

DELUXE EDITION



Part 1

Competitive game mode Free Roam

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1. Replay value
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The crate collection

1. Overview

- In the **crate collection** mode the players have to **break** a defined amount of **crates as fast as possible**. They will have to :
 - **Analyse** and **optimise** their path from crate to crate
 - **Be precise in driving** to not miss crates
- The mode has **several advantages** :
 - It **uses a mechanic** already **in the game** : **Destroy Points Crates**
 - It is **easily noticeable** in the environment due to the glowiness of the crates
 - It offers a **great freedom** to the players during the challenge
 - And a **great freedom to the LDs**

Fig 1 : Crate



TIMER

00:03.096

Objective : 2:30.00

Crate : 1/12

ROCKTYRE

ERT BUSHIMURA

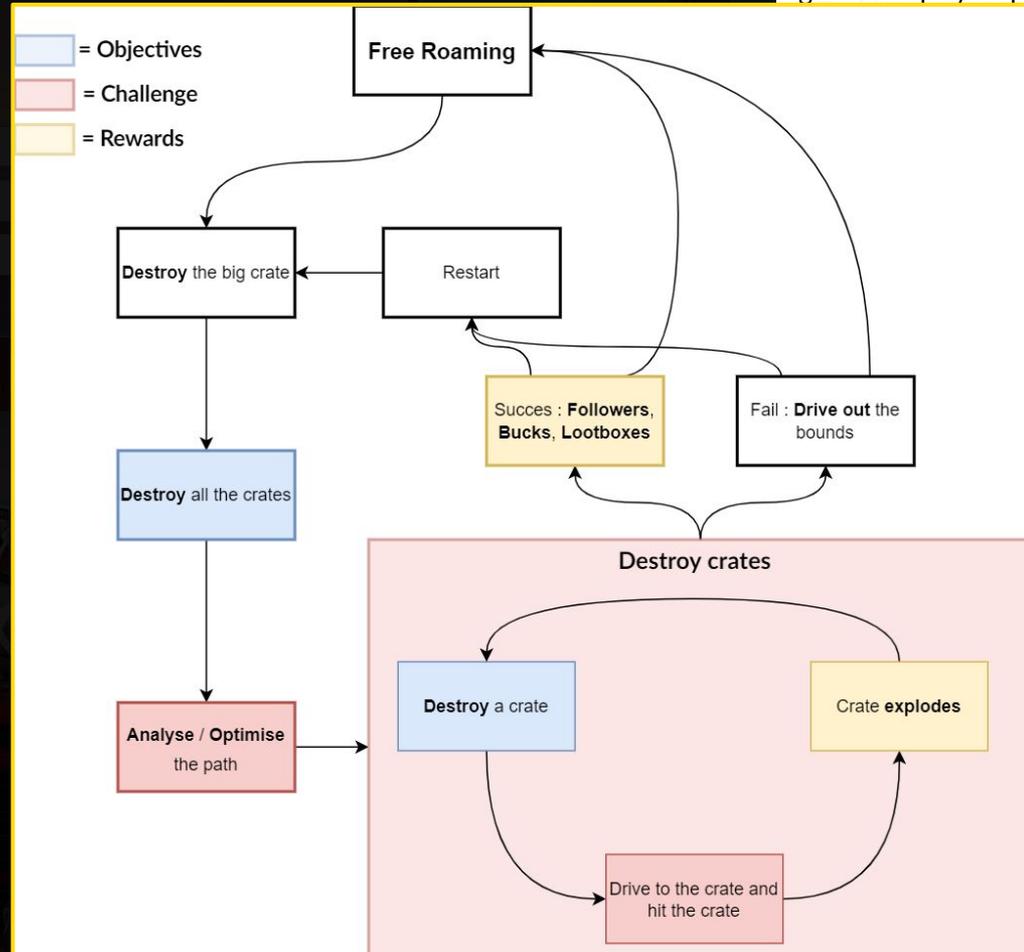
Rocky
Hobbie



3

2. Gameplay loop

- O. **Hit** all the crates
- C. **Find the best path** to drive and destroy the crates
- R. **Followers, Bucks, Loots**



Rational Game Design



1. Players' goal

- Solve the puzzle as fast as possible

Fig 3: Drive



Fig 4: Destroy



2. Mechanics involved

- Drive
- Drift
- Use Nitro
- Destroy

Fig 5: Drift



3. Inputs

- Drive inputs
- Drift inputs
- Nitro inputs

Fig 6 : Atomic parameters

4. Skills and atomic parameters

- **Tactic skills become strategy skills** after the first try
- **Precision skills** require **drive, drift and nitro** inputs

= Precision skills = Tactic/strategy skills			
Atomic Param	Easy	Medium	Hard
Turn angles	< 50°	50° - 90°	> 90°
Hallway sizes	> 10m	10m - 5m	< 5m
Crate Spacing	< 100m	100m - 200m	> 100m
Crate number	< 10	10 - 20	> 20

5. Signs

- The crates are, in themselves, already a good sign :
 - **Puzzle symbol** on it
 - **Glow**s a lot, even in day time

6. Feedbacks

- Crates **explode** when players hit it
- **UI element** saying : “Crate destroyed”
- Camera **shake**
- Controller **vibration**
- **Speed decrease**
- Slight **trajectory modification**

Fig 1 : Crate



Fig 7 : crate destruction exemple



Rankings and rewards

1. Rankings

- As a time attack activity, we show the **fastest time** players did **in the leaderboards**

2. Rewards

- Each crate collection challenge has **3 time objectives** to beat to get **all the rewards**.
- When the players **beat a new objective** they get **more rewards**
- Players can beat the **3 objectives in 1 single run**
- As said, rewards are :
 - Followers
 - Bucks
 - Loots

Fig 7 : Reward distribution

	1rst objective	2nd objective	3rd objective
Rewards	500 F, 1500 B, 2 LB	1000 F, 2500 B, 3 LB	2000 F, 4000B, 4 LB

UX elements

Fig 8 : UX before start

1. Before activity

- Glowy crate
- Beacon on the crate
- Objective indicator
- Activity icon
- Map/Mini-map icon

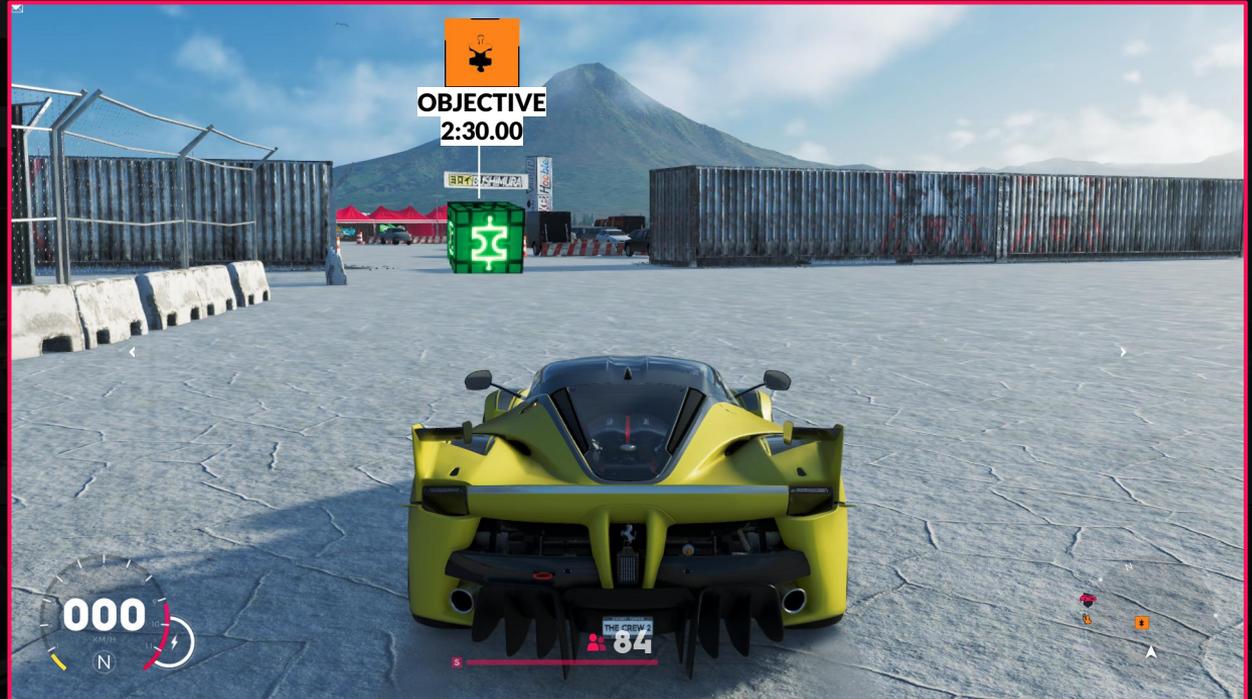


Fig 9 : UX Start

2. During activity

- Progressive timer
- Crate counter
- Objective indicator
- Beacon icon
- Map/Mini-map icon

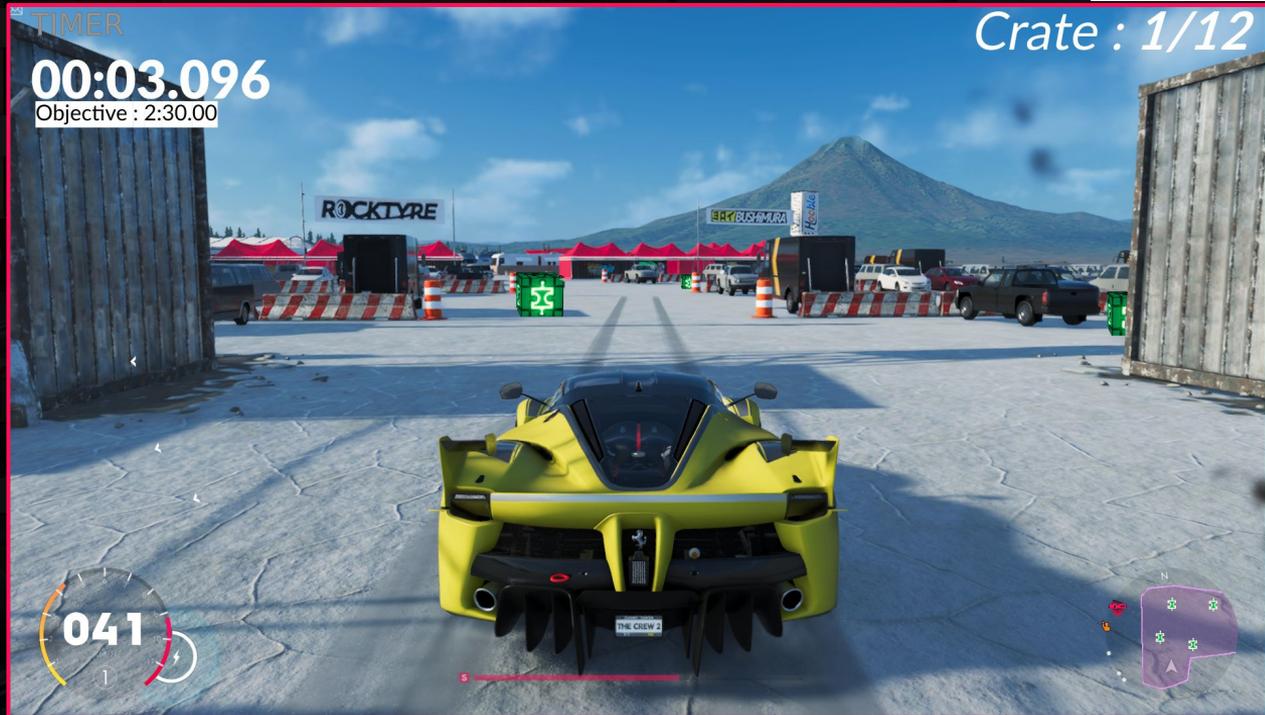


Fig 10 : UX end

3. End of activity

- Player Time
- Success or fail indicator
- Next objective
- Retry button
- Leaderboard button

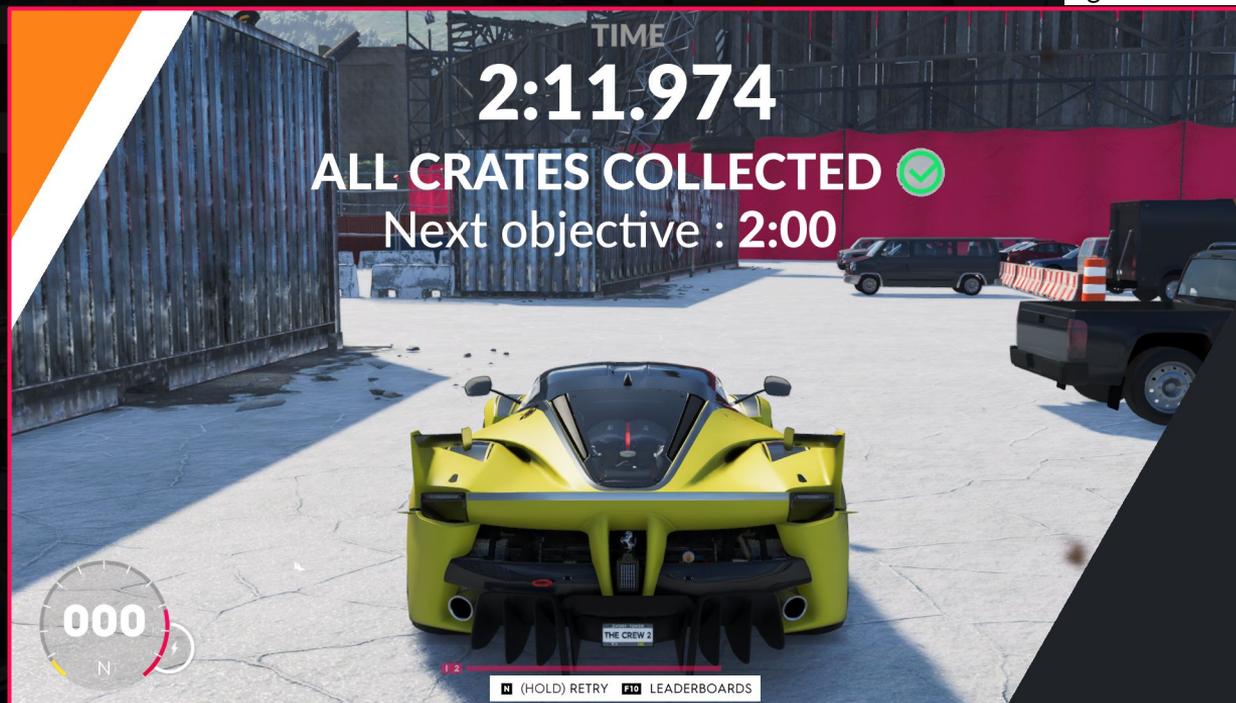
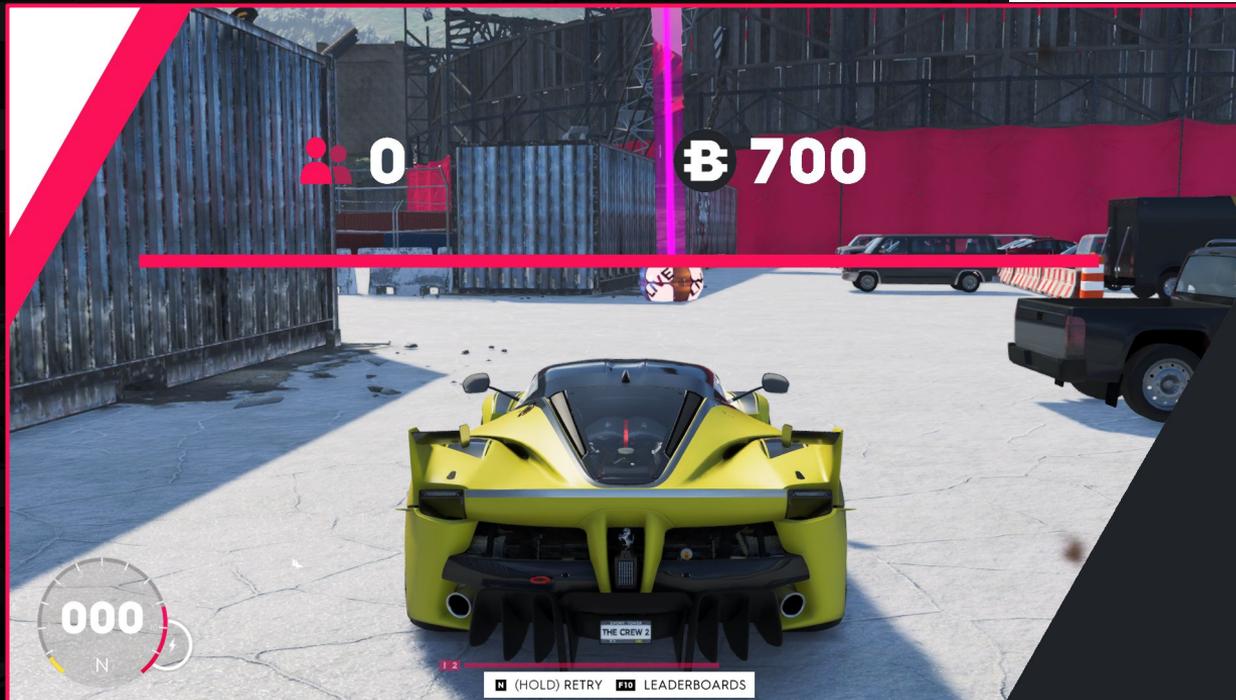


Fig 11: UX rewards

4. Rewards

- Follower counter
- Bucks counter
- Followers gauge
- Loots
- Retry button



Mode crew

Fig 12: Crew mode

3. Coop

- Players have to **cooperate** to complete the challenge
- Crates positions **do not change**
- **Timer is decreased**
- Players can **optimise even better** their path

4. Ranking

- **Time register** in coop are **not included** in the leaderboards



Replay value and motivations

- **Replay value**

- Possibility to **try a new path** each try
- Possibility to get **better rewards**

- **Motivations**

- Be on **top of the leaderboard**
- **Optimise the path** each try to find the perfect path
- Get **better rewards**



Part 2
Summit Feature

Problematic

- The emphasis and importance given to the feature in the game world is not great enough.
 - Only **two ways to access** the summit
 - A **small button** in the HUB menu
 - A **screen** in each HQ
 - No real dedicate place

Fig 14 : Summit screen

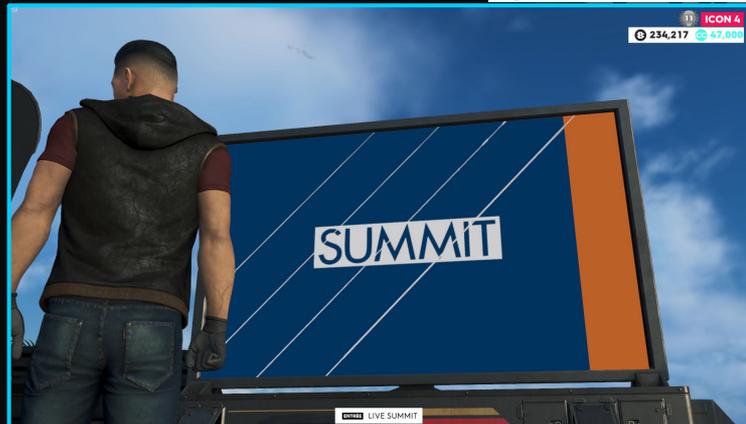
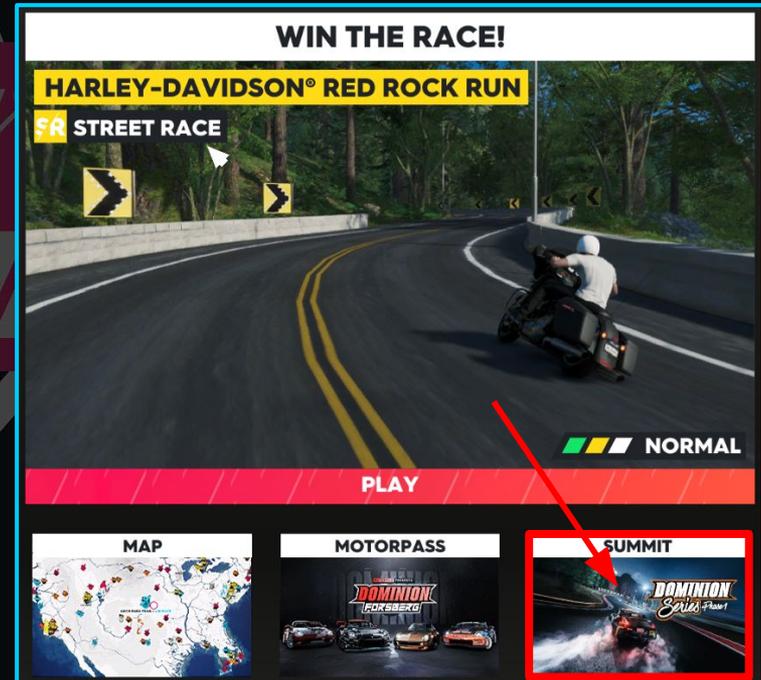


Fig 13 : Summit button



How I see the feature

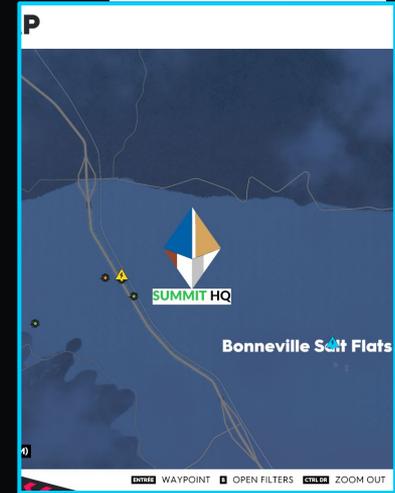
- Great source of motivation for both new and high level players
 - For **new players** the motivation is to **become a star** in order to **access the Summit** challenges
 - For **high level players** the motivation come from the **ranking system** and the **rewards** linked to it



Proposition

- **Creation of a new HQ**
 - Where there's a **lot of player traffic**
 - Players have to be **Stars** or **Icons** to access this HQ
 - **Remove** all the **Summit screens** in the other HQs
- **Around the HQ**
 - Add a **radar activity** with a long straight road. It allows the players to **test the speed of their vehicles**, earned with the Summit.
 - Somewhere with **dirt** to let the player test their vehicles **on different grounds**.
 - A **race activity** to show and **expose to the new players** what is **this HQ**.

Fig 15 : HQ icon on map



- **Expose in the HQ all the specificities of the Summit**
 - **Access to the leaderboard** via a **podium**. Show the **top 3 players**, on the podium, with their **character and name**. (or with their **Ubisoft Connect profile**)
 - **Access to a shop** to buy **missing cars** needed for Summit activities. **Expose** those cars **like in the other HQs**
 - Access to the **activities via stands** similar to shops. One stand for **each type of activity**. (Street Racing, Offroad...)
 - **Expose** the **winnable vehicles** for the month and the **others rewards**. (Loots, vehicle parts...)
 - A **huge screen** to access to the **summit menu**. Show on the screen the **top 10 players** with their name and actual score.

Fig 16: podium



Fig 17: Stands

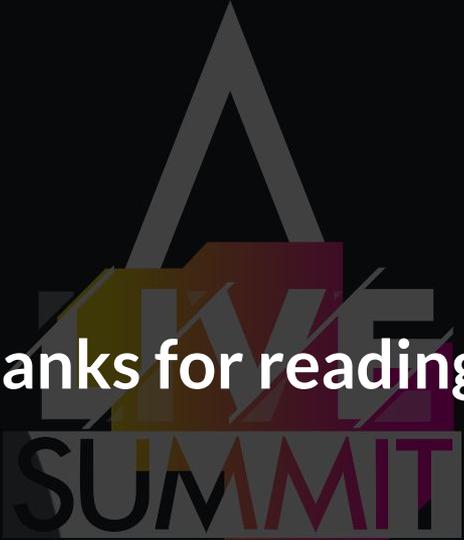


- Interest

- It gives a **concrete reward** expectation for the **new players** : an access to a **reserved** place to **high level players**
- It emphasizes the feature by **regrouping its specificities** in a **unique** and special **place**.
- It create a space where **new players** can easily **see high level players** and their **vehicles**. Giving them an **overview** of what they can **earn**.

Fig 18 : Exposed vehicles in HQ





Thanks for reading !

For any question or feedbacks here are my contact details :

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