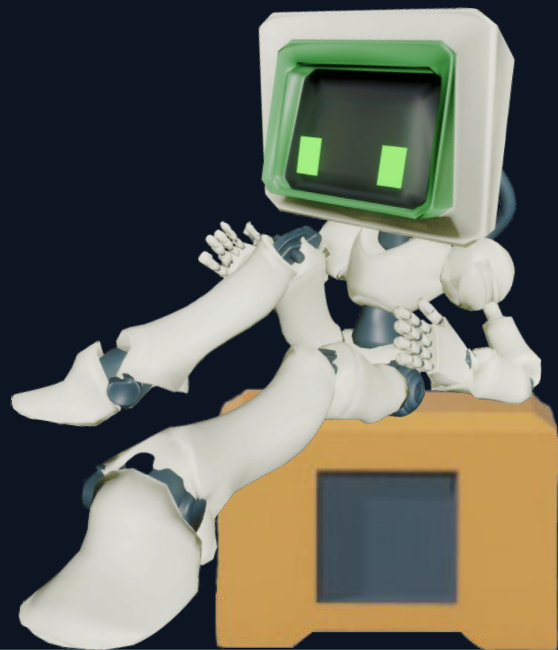


HARDRIVERZ



Alpha Milestone

Core Pillars



01

Customizable Karts

Modular Parts and Customizable Kart Attributes.

02

Interactive Track

Obstacles, Gravity, and Terrain Islands.

03

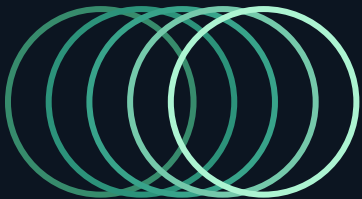
Retro Futurism

Techno-Inspired VFX, Island and Arena Environments.

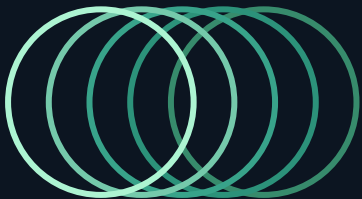
04

Classic Racing

Pickups, UI/HUD, and Arcade Racing Feel



Milestone Definition



Feature Complete

- Completely Playable
- No Missing Features



Art & Design of Shippable Quality

- Polish, Bugs, Balance remain
- Shippable Build

Milestone Goals



FEATURE COMPLETE

All intended tracks, islands, gameplay features, and modular parts.



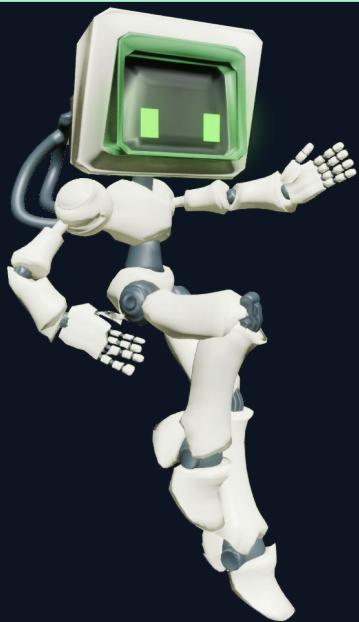
PLAYABLE

All tracks and modes can be played from beginning to end.



ART QUALITY

No remaining placeholder assets.



PLAY ▶▶

DESIGN

What We Asked



01

Refinement

How do we refine our three tracks from First Playable?

02

Pickups

Can we implement more unique pickups?

03

2nd Grand Prix

How can we cleverly reuse assets to make a 2nd grand prix?

CONTENT UPDATES



NEW GRAND PRIX

- **3 Tracks**
- **Maps are the same, but the camera is flipped**
- **Small layout changes are planned**

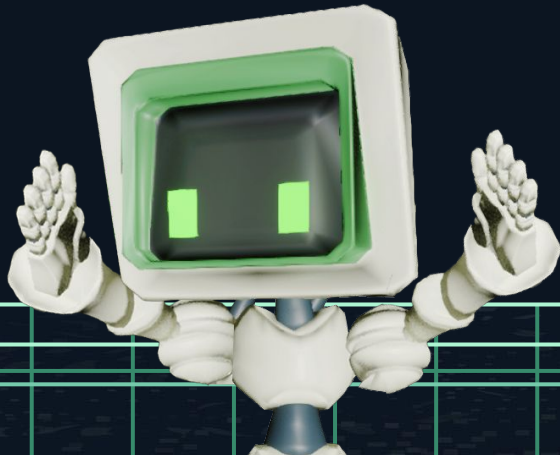
DRIFT TO BOOST

- “Perfect Drift” mechanic
 - 3 tiers of drift
 - Handling stat determines how long until highest tier

PICKUPS & OBSTACLES

- **NEW Pickup: Oil Spill!**
- **NEW UI for Tractor Beam & Vision Block**
- **All obstacles now have polished 3D models attached**

GAMEPLAY DEMO



PROBLEM: TRACK TURNS

Players would struggle with turns on the Dune track.

SOLUTION: CAMBER

Camber the track. This helps convey the upcoming turn and gives better setup for drift.



PROBLEM: LACKING PLAYER EXPERIENCE

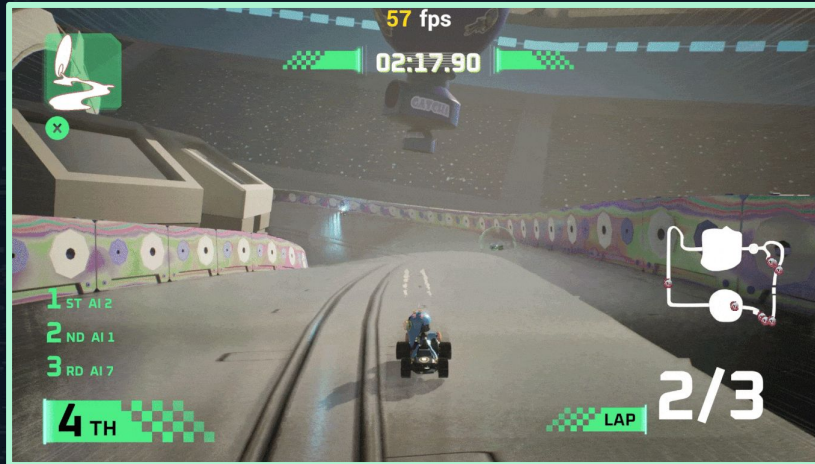
Initial playtests exposed certain areas of our tracks that felt dull and boring.

SOLUTION: EXPERIENCE “ZONING”

Divide the track into zones, each with different experience goals.



OIL SPILL PICKUP



User leaves behind a trail of oil that persists on track for a few seconds.



Anyone who drives over it loses ability to control their kart temporarily (spin out).

What We Answered

01

REFINEMENT

Implementing feedback, studying track design, experience “zoning”.

02

PICKUPS

New Pickup: Oil Spill

03

2ND GRAND PRIX

Reused existing levels, but added a twist with the camera to differentiate experience.

Whats Next



PLAYTESTING & TRACK POLISH

- Edge case testing
- Adding colliders to smooth-out hard edges



2ND GRAND PRIX

- Minor changes to obstacle layout
- Balancing for flipped camera



PICKUP POLISH

- Edge case testing
- Bug fixing

What are the Risks



TERRAIN ISLAND ADJUSTMENTS

- Island Height Pass
- Conveyance of Island to Track Transition
- Bug fixing



TRACK ADJUSTMENTS

- Addressing Remaining Sightline Issues
- Adjustments on the Loop-de-Loop



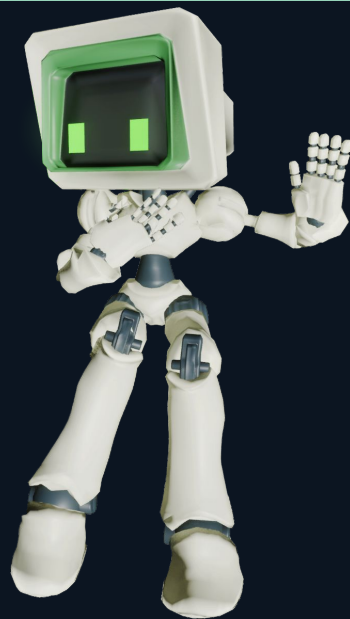
GAME BALANCING

- Modular Piece Balancing
- Pickup Drop Rate Balancing

PLAY ▶▶



Art



What We Asked



01

Coherent Style

Does our art look good together?

02

Showcase Art

What is the best way to showcase our art?

03

Pipeline

Does our pipeline work?

04

Art Quality

What level of quality can we obtain?

What We Answered

01

Coherent Style

It does look good!

02

Showcase Art

The Art Zoo.

03

Pipeline

We still need work.

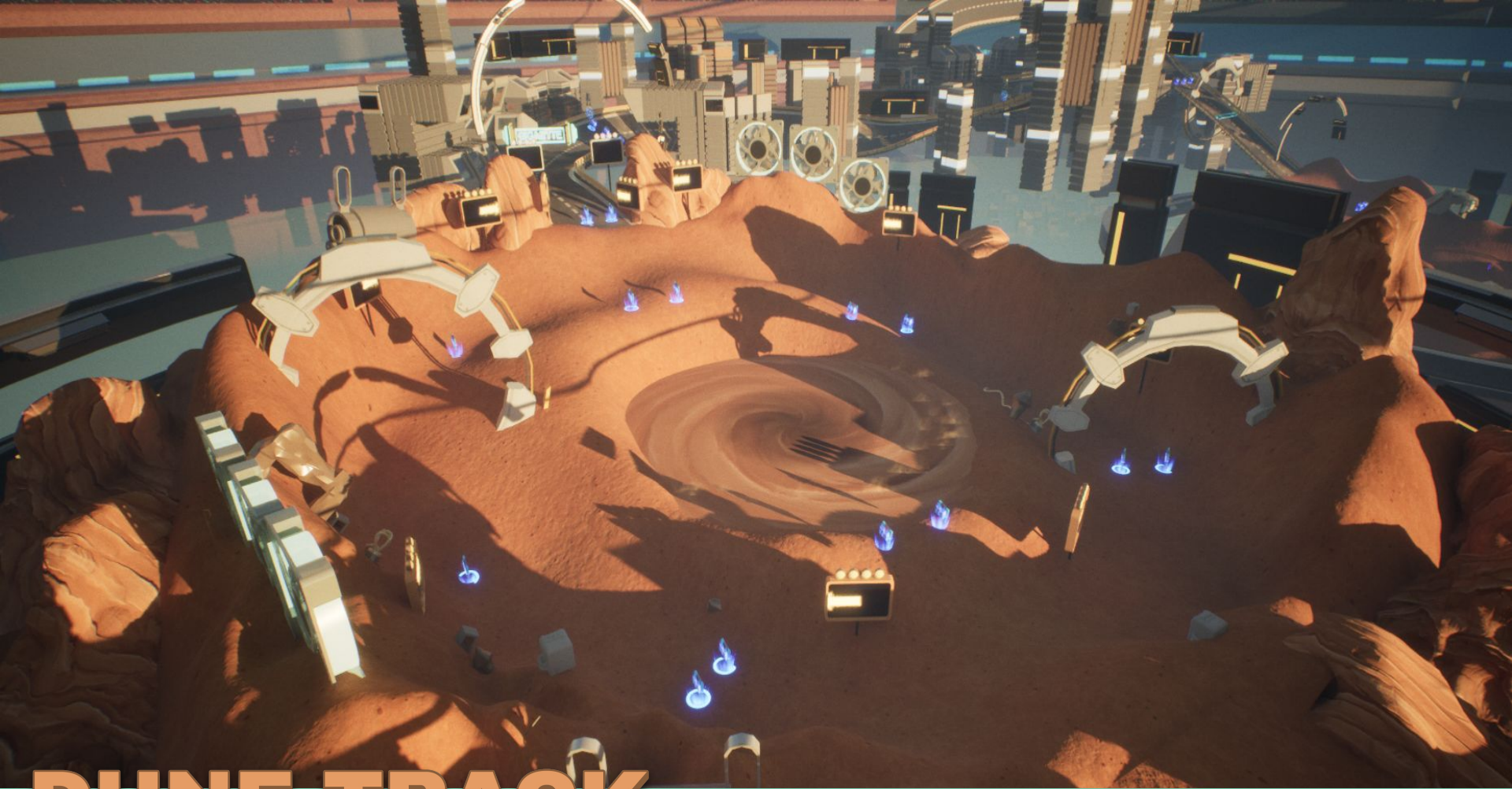
04

Art Quality

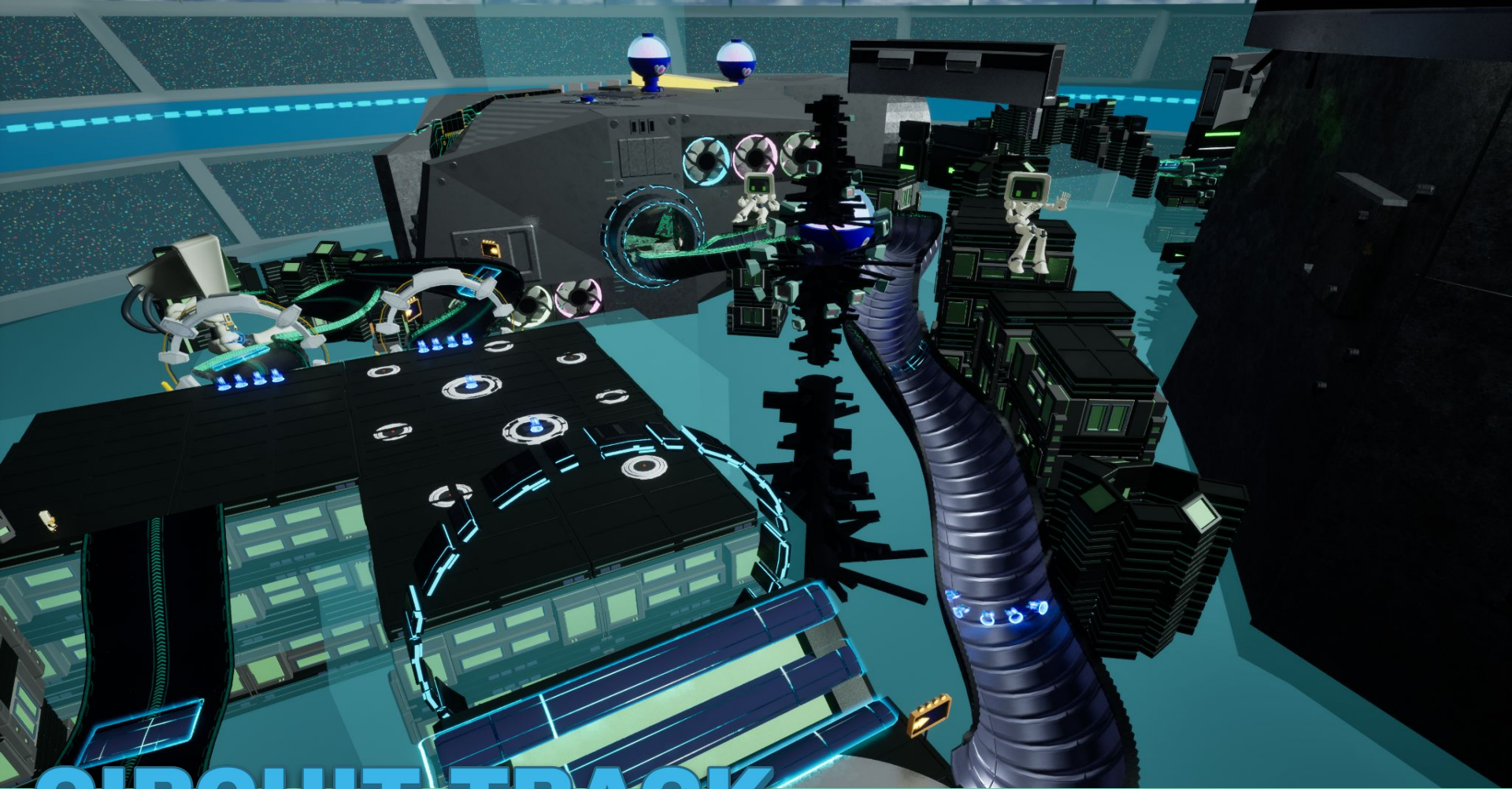
We know our level of quality.



DISC TRACK



DUNE TRACK



CIRCUIT TRACK

Whats Next



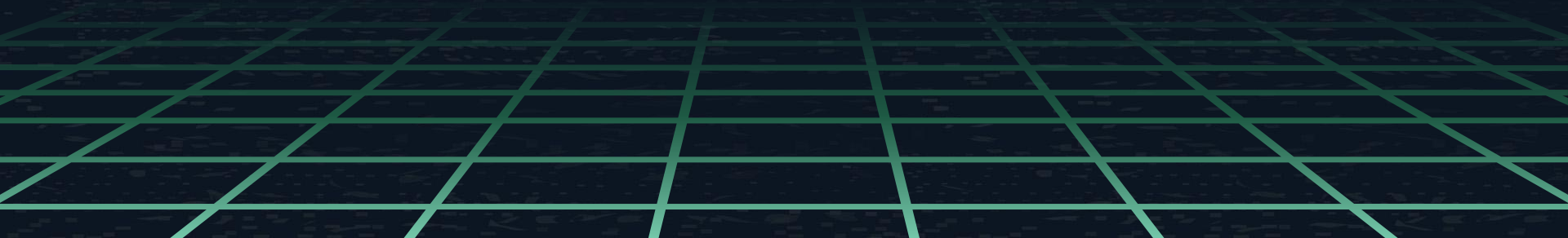
POLISH



PIPELINE



MARKETING



What are the Risks



PIPELINE

Organizing and renaming assets.



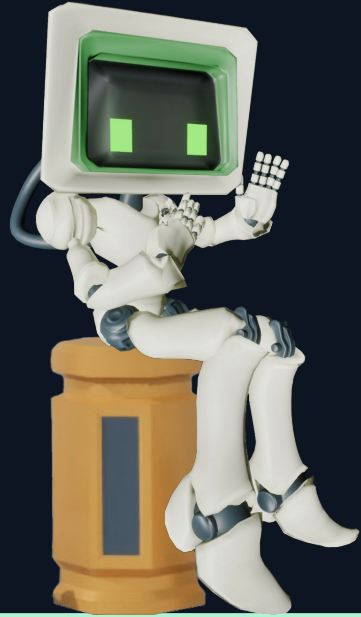
UNIFYING THE ART

All tracks are from the same world.



ART QUALITY

Obtaining a consistent art quality.



PLAY ▶▶

SD

What We Asked



01

Menus

What UI progress have we made?

02

Gameplay

How have we refined gameplay?

03

Performance

How is Alpha's performance after implementing all the logic and art?

What We Answered

01

UI

- Fully functional HUD
- Working for single player selection
- Newly designed leaderboard

02

Performance

Relatively high & steady

03

Gameplay

Bug fixing and More dynamic AI

UI

- **Single Player Menu**
- **Multiplayer Menu**
- **HUD/Leaderboard**

GAMEPLAY

- AI
- Refined Physics
- Refined Race Logic

PERFORMANCE

We've got a steady and relatively high framerate after implementing all art assets in.

Whats Next



MORE REFINED UI

Include new workflow, Options, and make it fully functional.



TEST GAMEPLAY MORE

Especially the modular parts system.



PERFORMANCE

Keep working on it.

What are the Risks



PERFORMANCE

Playtest on different devices and improvement



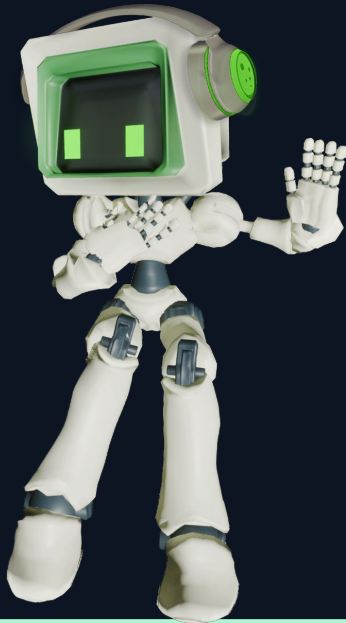
MENUS

Refine the Menus



TRC's

Localization, Rendering quality/performance options, etc.



PLAY ▶▶

Audio

What We Asked



01

Track Music

How will the track music feel dynamic and different?

02

Kart SFX

How can SFX help with drift conveyance and kart interactions?

03

Pickup SFX

How can SFX help with pickup usage and general conveyance?

04

Menu Music/SFX

How will music and SFX sound and feel in our menus?

What We Answered

01

Track Music

Demo music implemented into all tracks, Dynamically changes, more to come!

02

Kart SFX

Kart sounds when stunned, General race SFX implemented.

03

Pickup SFX

Most pickups are in, more iteration is needed.

04

Menu Music

Pushed to Beta.

Whats Next



ADDING MENU MUSIC

With menus progressing this will be unblocked.



FINISHING SFX

Continue iteration of:

- All Pickups
- Implement Obstacle SFX
- Character & Island SFX



DYNAMIC TRACK MUSIC

Polished music for all tracks that dynamically changes.

What are the Risks



MUSIC FOR TRACKS

Low risk: Dealing with outside contributors



MENU MUSIC

Medium Risk: Unexplored territory and may cause issues

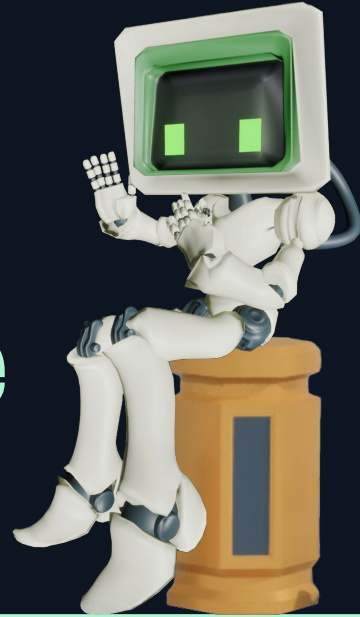


OBSTACLES SFX

Medium Risk: Time consuming and a challenge to get perfect for conveyance

PLAY ▶▶

State of the Game



Positives from Alpha



01

Extra Tracks Implemented

Found a pipeline for creating extra tracks.

02

Art Implementation

Tracks and HUD/UI implemented more art assets.

03

Pickups & Obstacles Locked

All obstacles and pickups are functional and locked.

What We Asked from 1st/VS



01

Modular Parts System Implementation

How will Modular Parts implementation affect gameplay and how will it be balanced?

02

Couch Co-Op Multiplayer Implementation

How will UI & HUD adapt to more players on screen?

What We Answered

01

MODULAR PARTS SYSTEM IMPLEMENTATION

Current State: Not in the game fully but preliminary balancing done and functionality/UI implementation lined up for Beta.

02

COUCH CO-OP MULTIPLAYER IMPLEMENTATION

Current State: In the game but will be further polished in Beta.

Goals Going Forward



01

Modular Part Balancing

Get functionality in and quickly work on balancing.

02

Optimization & Performance

Tracks and HUD/UI implemented more art assets.

03

Playtests & Polishing

Get playtest feedback and continue to polish.

What's Next?



GAME BALANCING

Keep working on
polishing the game and
kart feel.



ART POLISH

Art assets polished to
further align with art
direction and reach
launch quality.



CONVEYANCE & SIGHTLINES

Improve track sightlines
and conveyance for fair
and smooth gameplay.

What are the Risks Project Wide



Pipeline

Low Risk:
Improvements are being worked on and implemented.



Modular Parts

Medium Risk:
Getting it fully implemented and tested.



TRC

High Risk: Effort has gone in early, but some elements need a lot more work.



Multiplayer

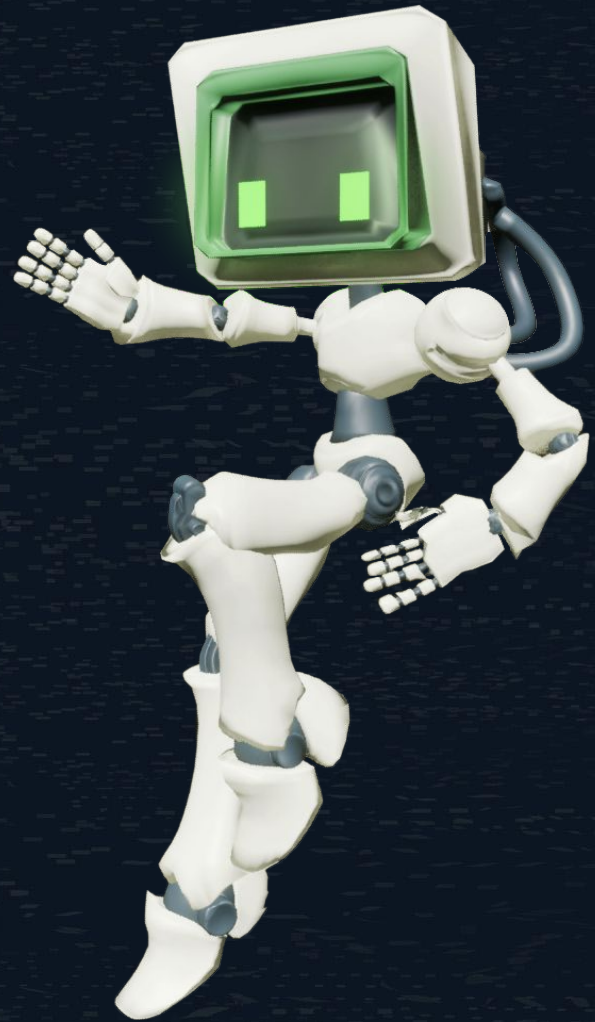
High Risk: Looks promising, but time will be short for testing.

Wrapping Up: Did We Hit Our Goals?

Almost feature complete,
some things still need to be
worked on.

99% Shippable Art, Amazing
progress on art and aesthetic,
completely playable*

**THANK
YOU!**



Questions?

