VEHICULAR

Overview

Vehicular is a campaign focused, vehicle combat adventure. Grab the steering wheel of a heavily armed personal vehicle and set off to save the world. Transdimensional aliens are taking over the earth and you are the best shot humanity has. Frozen in cryo sleep for nearly 500 years; you are awoken by chance and are left to face off against an unknown enemy that is stripping the earth of it's natural resources, while leaving a disaster in their wake. Bring down their infrastructure, reverse the damage they've done, and send them packing.

With 4 mission styles for each level, complete them all to achieve the best possible ending. Chase down aliens, before they achieve their mission, escort people and supplies to relieve survivors, clear the level of all enemies and their infrastructure, and defeat the boss. The first three levels of each stage would include a mini boss, such as a monster truck or back hoe, with the final stage of each level being a very large boss that the player could drive around on, with multiple targets the player can use to bring the boss down.

When the Ai picks up speed, it's face
will peel back and flap in the wind
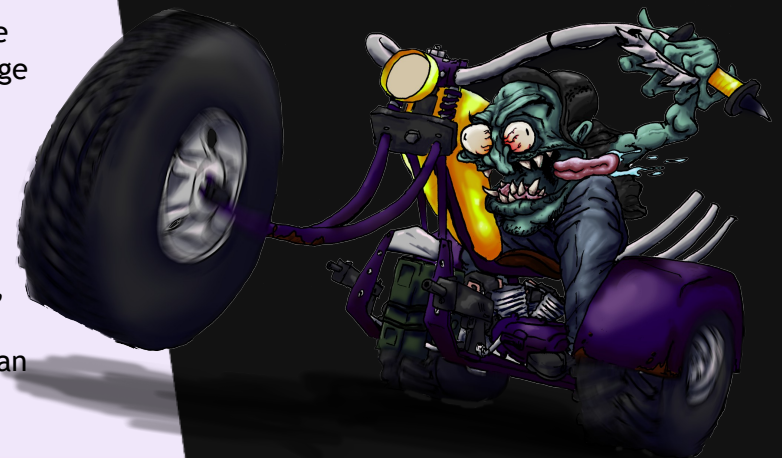
Why Vehicular?

Our research shows that most games structured this way are tank games with a few exceptions such as Mad Max. We started by building a prototype for a combat racing game, once it was functioning there was a game just like ours announced; a Mad Max style combat racing game. This combined with, how much fun we were having just driving around blowing things up, led us down the road to Vehicular. We also found that this game style, with stagnant targets, takes way less coordination.

Another discovery we made while researching for Vehicular is there haven't been any driving video games done in this art style. We looked to the crazy hot rod characters of the 60's and 70's such as Rat Fink and Weird-Ohs combined with a horror aesthetic to take the style of our villains. When a villain is fragged they will be teleported from the level, as we will try to limit the amount of violence shown in general. Vehicular will be a light-hearted vehicular action game, with a rich story, and a cool art style aimed at users looking for an extreme experience.

Oculus API

We would like to develop a combat arena PvP multiplayer game mode. For the map style, we were thinking 'Ascension' from 'Halo' but built for vehicles. We have figured out a few work arounds with UE4's Oculus API compatibity, but we are looking into creating custom nodes using c++ to add in all the other functions we currently aren't capable of supporting.

Team Members

Jarrod Anderson	Joe Anderson
0.5 Design and build enemy heads & accessories 0.25 Build/Implement weapons 0.5 Build/Implement user car accessories 1.5 Improve Ai avoidance & add animations 1 Boss design/coding 1.5 Design/Create/Code cinematics 3 Multiplayer development 0.25 Implementing achievements 2 Working on marketing materials 1.5 Working on bugs	1 Materials/Textures 3 Stage/level design 1 Boss design/modelling 0.5 Sound recording/ purchasing/ implementing 1.5 Model/Design cinematics 2 Working on marketing materials 0.5 Modelling car accessories 1 Multiplayer level design 0.25 achievement
Total= 11.5 months	**Total**= 10.75 months

Experience

Dimension Zero Studios is a bootstrapped company founded by brothers, Joe and Jarrod Anderson. The brothers decided to take on VR video games after hearing about the Oculus DK2 on the internet. With backgrounds in art, music, sound production, web development, and 3D animation the brothers saw VR as an exciting career path to embark on. Astrokarts and Astroblasters being their initial published games, the brothers hope to add Vehicular and Vruppets to the Oculus catalog. With no formal video game training, they are always looking to improve their abilities and knowledge in the VR gaming field. Jarrod has a New Media Communications certificate and had an early 3D animation on TBS' Conan as a bumper returning from commercial. Joe took some Computer Sciences at the University of Regina, and is currently taking Udemy courses online pertaining to game development, he has had his music played on local and internet radio. The boys were raised with computers, and adapt to new programs swiftly, and they're creative problem solvers.
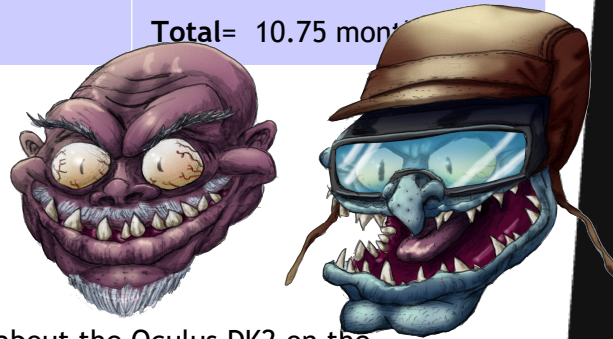
Budget

Jarrod – $1500 per month
Joe – $1500 per month
SFX - $200
Music - $1000 per minute
Graphic Artist - $500
Contingency - $3000
V.O. Artists - $2000
Marketing Budget - $3000
TOTAL = $47, 075 USD

Contracts

Music – Niko Korolog-Anderson

 Niko was OLP's 2018 house composer, he contributed music to multiple 2018 OLP projects, and his music is also featured on Avaloki. He is also an accomplished pop producer. We are looking to Niko to produce the theme and cinematic music, at an estimated 5 minutes. He is also currently working with us on Vruppets.

Voice Acting – JayBratt
 JayBratt is a Youtuber focused on VR with a growing viewership. As of writing he has about 7, 500 subscribers. Jay will narrate the exposition, the tutorial, and his character will provide a twist ending. We feel his friendly demeanor will work really well in this role. He has also offered to promote our game on his channel.