



# **X-TREME DERBY DEMOLITION**

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# Intentions

- **Destruction Derby** meets **RPG** in an exalting F2P!
- Savage high speed combats...
- ...and vehicle customization
- Team up with mates to form a crew!

**Make your own way X-TREME!**



# Game ID

- **Midcore F2P**
- **Target** : racing games and sports lovers (20-45yo)
- **Support** : Mobile/Tablet (Landscape)
- **Genre** : Destruction Derby X RPG
- Synchronous multiplayer
- Unity 2018.3

# Concept

- **3rd person Arcade driving / Combat**
- **8 players**
- **Free For All / Team Deathmatch**
- Localised car **damages**
- Fight to **earn pieces** and **currency**
- **Boost** car **power**



# References



# Benchmarking



- Very gainful synchronous competitive games
- F2P car games still appreciated

➤ Our game can make its **way to the market**, thanks to a **bold genres mix!**

# Arts

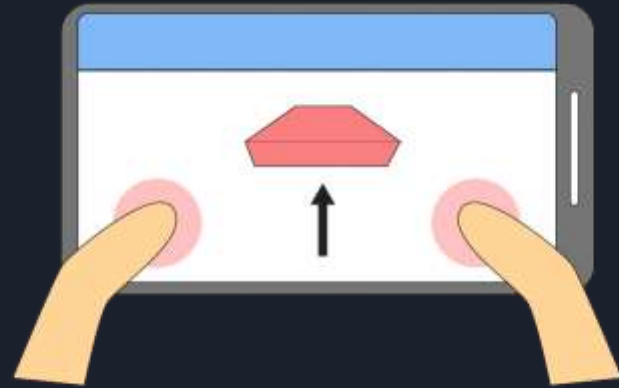
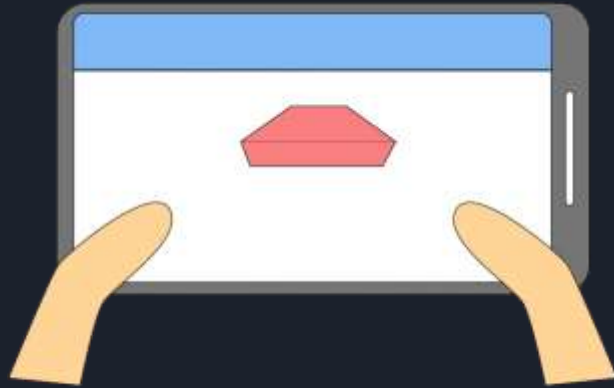
- **Realistic** render
- **Saturated** colors
- **Punk** / DIY inspirations
- **Alternative** soundtrack



# Moodboard



# Controls: Forward move

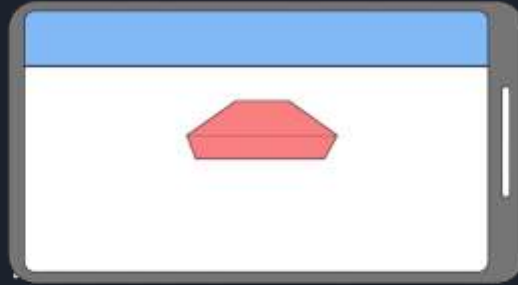


➤ ~~Virtual sticks!!!~~

➤ **Touch** & Drag only !

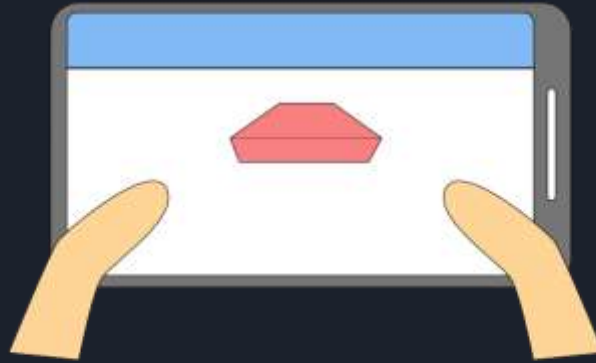


# Controls: Reverse



- ~~Virtual sticks!!!~~
- Touch & **Drag** only !

# Controls: Boost



➤ ~~Virtual sticks!!!~~

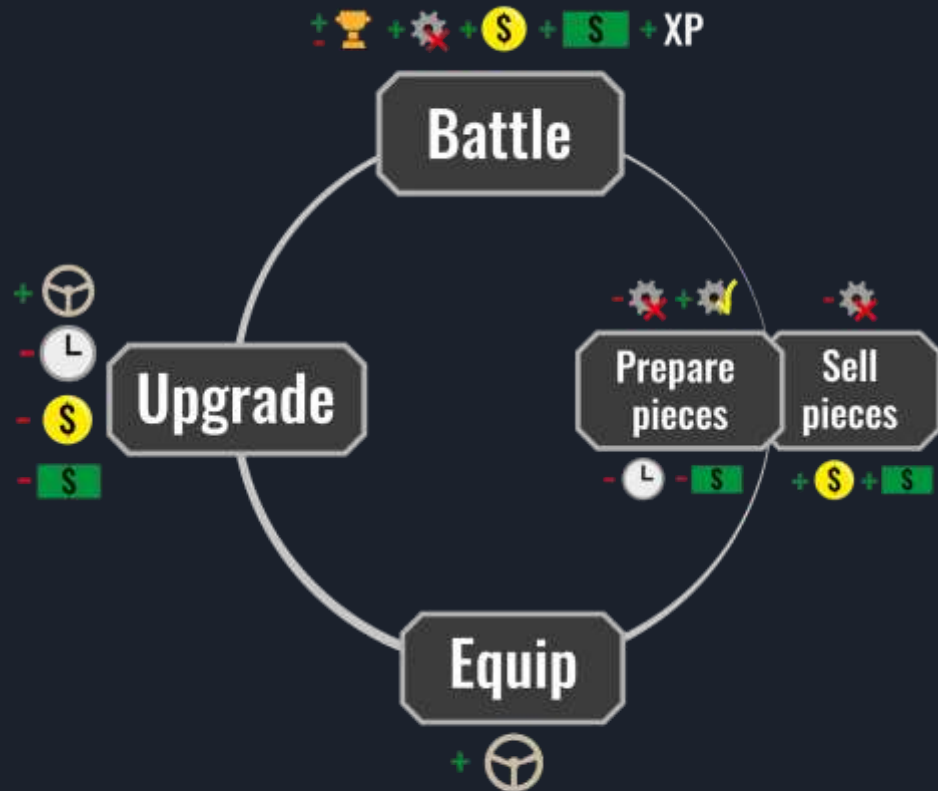
➤ **Double tap** to boost

# Action phase mock-up



# Core Loop

-  Ranking
- XP Experience point
-  Soft Currency
-  Hard Currency
-  Unprepared Pieces
-  Prepared Pieces
-  Time
-  Stats





# Gating

- **Limited size inventory** of unprepared pieces
- **Limited sellings** per day
- **Limited** battle **rewards** per day (SC and HC)



# User Session

1. **Black market** offers
2. **Battles** (alone or in team)
3. **Collects** mechanical pieces
4. Sends pieces to **Preparation** / **Sells** them
5. **Manages** equipment/inventory



# Retention

- **D1 / D7 :**

- Simple core loop and short sessions
- Ranking system
- Daily logging
- Daily / weekly quests

- **D30 :**

- Time limited events and offers
- New paints / pieces
- Crew reunions
- Ranking system



# Monetization

- **Frustration** from gating
  - Waiting to prepare pieces
  - Waiting to upgrade
  - Waiting for daily rewards to replenish
- **Ads to skip** unwanted quests

# Monetization

- **Store :**

- Starter packs
- Bundles (limited offers)
- “Fresh” pieces instantly usable
- Money to HC / HC to SC
- XP/Gold boosters
- Daily deals
- Cosmetics





# Viralization

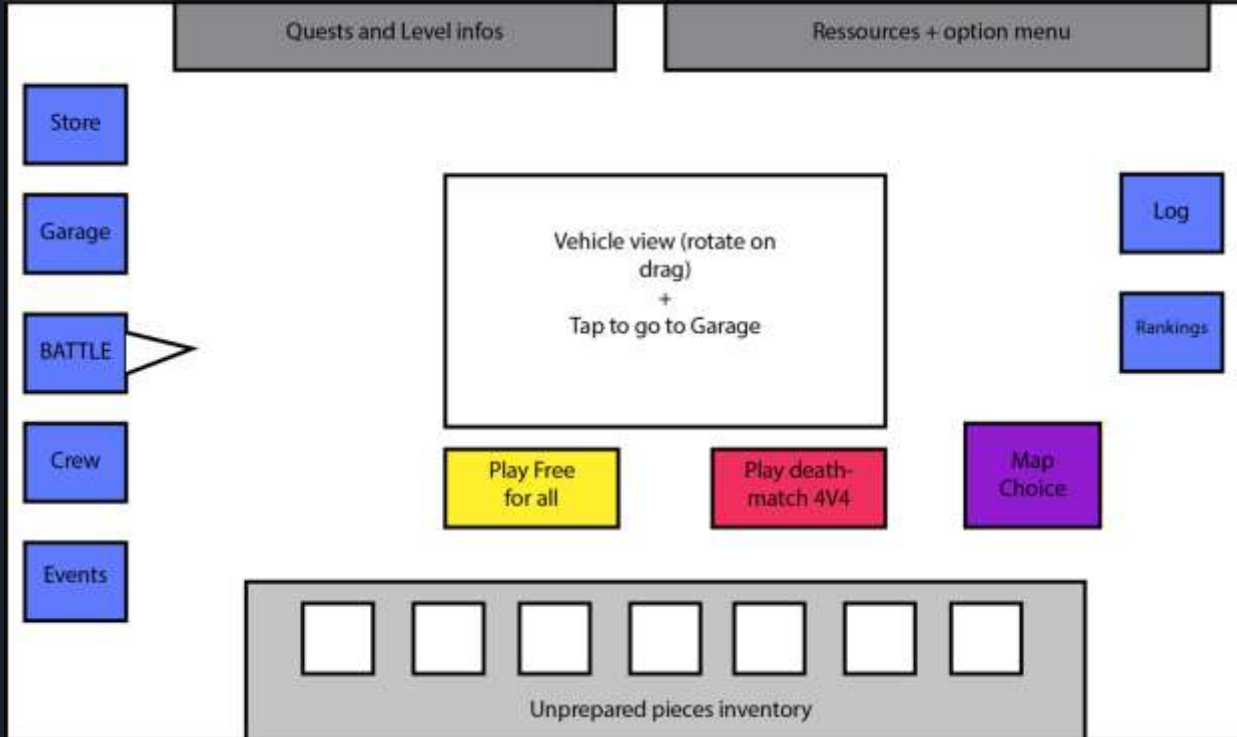
- **Share vehicles screenshots** on social medias
- **Share games replays** to crew or friends through social medias
- **Invitation to non-player friends** in exchange of currency



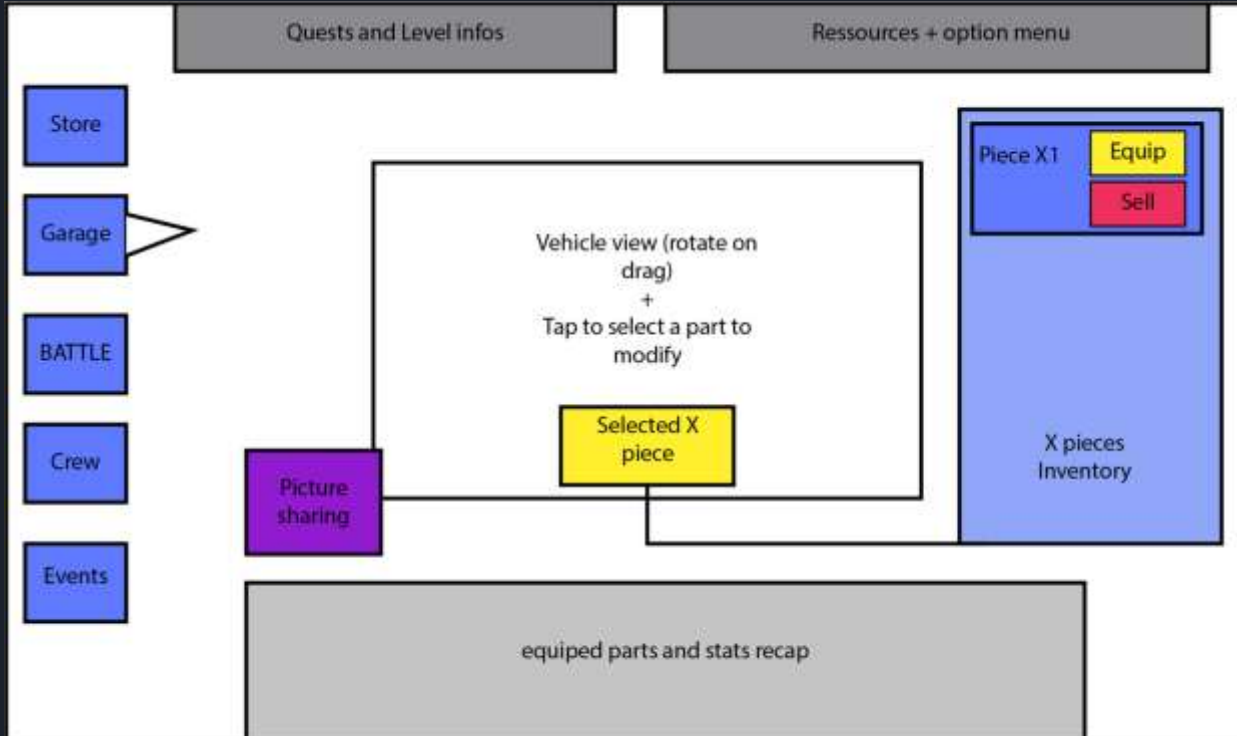
# Social

- Drivers **crews**
- **Team battles**
- Crew **chat**
- Vehicle **cosmetics**








# Screen Mock-Up: Battle interface



# Screen Mock-Up: Garage interface



# Questions ?

	Ranking
XP	Experience point
	Soft Currency
	Hard Currency
	Unprepared Pieces
	Prepared Pieces
	Time
	Stats

