

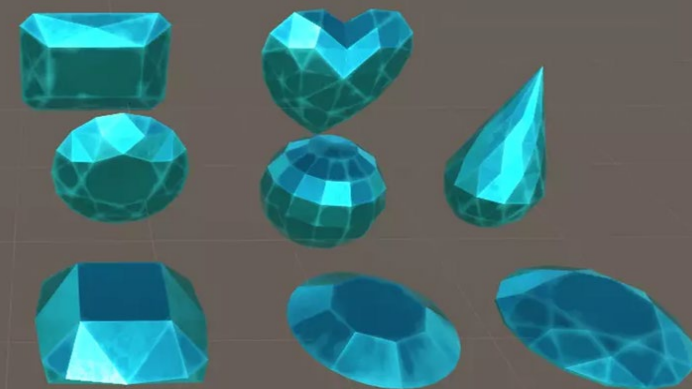
Acceleration City: Treasure Hunters



Story- What the Game is About

You are citizen of Acceleration City, a near future town with different areas to explore and secrets to discover. Spend some time driving around town living your daily life... but keep on the lookout!

Acceleration City is filled with ramps, twists turns, and secret treasure hidden everywhere! Use your onboard cobot to boost your cars' powers and get some sweet loot! Make up stories with your friends, and work together make the ordinary extraordinary!



Systems and Mechanics: How You Play the Game

- You can choose and customize different cars that you drive around Acceleration City.
- Customize your car with paint, stickers, and other upgrades.
- Take on different roles.
- Drive through a unique areas and in an open world setting with ramps, fields, and secret treasures to pick up and collect.
- Use your cobot to help you make cooler stunts, do your job, or find treasures!
- Have fun creating a story with your friends!



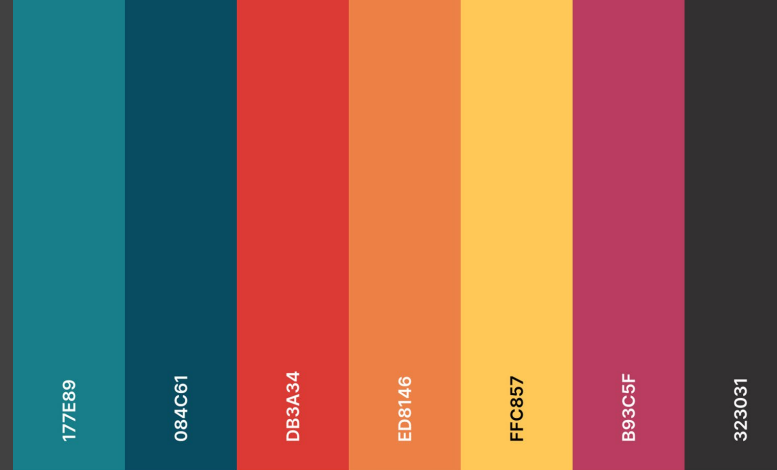
What Your CoBot Could Do:

Your cobot is a part of your car, like an onboard computer. Here are some things we think it should be able to do:

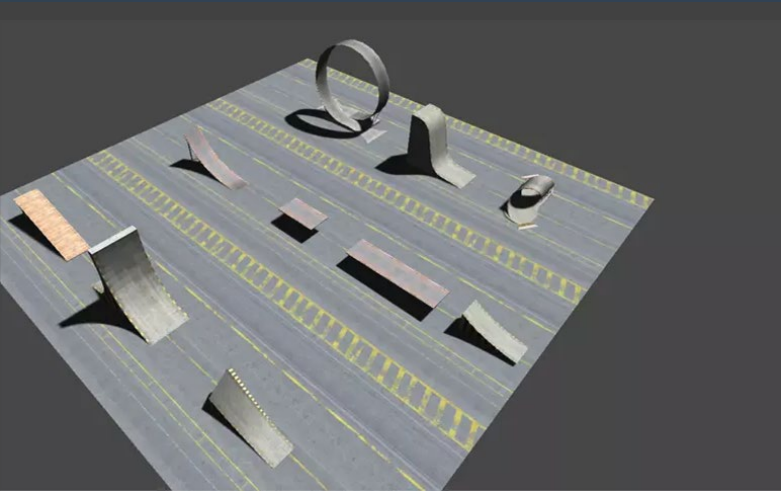
- It can get gas for the player
- You can program it to do better and more elaborate stunts with your car and enable you to reach better treasure
- Throw out a lasso that can bring items to you while you drive
- Protect your car from crashes
- Pick up treasures



SAMPLE SCENE WITH POST PROCESSING STACK



Aesthetics What the Game Could Look Like:



- Game Inspirations: Madalin Stunt Cars, Mario Kart, Wacky Races
- low poly 3-D Graphics
- Multiplayer/WebGL
- Multiple terrains: city and rural areas
- Collect treasures: Coins, vases, silly objects