

Space Ways Overview



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Player Motivation

Space Ways aims to take an established mechanic from an old shareware game and bring it up to date with a modern setting and characters. Players of all skill levels will find races which challenge them both physically and mentally. With its storyline element, players will be enthused to complete the game and see it through to its climax.

Space Ways is a blend of racing and puzzle solving, which will see the player having to make split second decisions to reach their goal. The tracks themselves will comprise of obstacles and traps, with different racing surfaces providing varied movement.

Genre

Primarily a track racing sports game, Space Ways also can be considered a puzzle game, owing to the variety of obstacles and track surfaces. This means that the tracks do not simply run start to finish, but players must work out the optimum route to take to reach the goal.

Comparable Titles

Space Ways is based on the 1993 shareware title Skyroads. There is a flash player remake currently available. There are also a few clones of the original Skyroads title called Tasty Static and Orbit Hopper, but none of these have a storyline or characters such as would feature in Space Ways.

Tasty Static is a very simple designed clone and can be played only on PC's. Orbit Hopper, released in 2009 features a level editor as well as new levels not seen in the original. Again this is a PC only title, and Space Ways is aimed at mobile devices as well as PC's.

Target Audience

Space Ways is designed to be played by all types of gamers. Casual gamers will be able to just pick up and play when they see fit, and die hard gamers will become involved with the storyline and feel the need to see the game through to completion.

Space Ways is aimed at anyone who enjoys playing on a mobile device and enjoys puzzle and or racing games.

With online leaderboards, players will see where they rank online, and competition will be a factor to aid replayability.

Target Hardware

Space Ways will be available as a download for several platforms, including mobile devices and PC's; and will be available on PlayStation Network Store and XBOX Live.

Multiplayer Features

Space Ways will feature a global leaderboard to enable players to see where they rank. Also Facebook integration will allow players to track their friend's scores and set them challenges of race times to beat.

Achievements

Space Ways will have a list of actions that the player can complete to earn achievements. These will vary from simple actions, such as avoiding a certain number of obstacles or performing a set number of jumps. Each achievement will yield a badge for the player, and these can be added to the player's space car.

Marketing

Space Ways will use its colourful characters within its advertising. Marketing will be conducted through social media such as Facebook, and with banners and reviews on websites which target the key demographic of players.

Price

Given the relatively small scope of the game and the devices it is aimed at, Space Ways will be released as a free demo version, with players having to pay to activate the full game. Suggested retail price of around £3.99.

Languages

Space Ways is designed in English, but will have full EFIGS integration to provide support for many other languages.

Audio Experience

In keeping with the colourful nature of the characters and settings, the music for Space Ways will accentuate the experience. Each group of tracks are based on a different characters homeworld and the background music will be designed to fit in with this. The music will also help convey the sense of motion throughout the levels.

SFX in Space Ways will again reflect the locale of the levels. Each class of space car will have a different effect, and within the levels, effects will be used to warn the player of oncoming obstacles and tracks.

Goals

Space Ways aims to immerse the player within its universe and provide a complete gaming experience. Players will love to see the story of their character unfold as they complete races.

The game aims to take all of the fun elements of Skyroads and bring them up to date for the modern gamer. Gamers old and young will have elements of the experience that they will take away, whether they played the original Skyroads or not.

With the loveable characters and storylines, player choice will be a big factor, and provide many different experiences within the game.