Review Rampage
DESIGN DOCUMENT

By Eden Mor, Andy, Connor for the 2025 Pirate Software Game Jam

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Introduction **2**
- Game Summary Pitch 2
- Inspiration 2
- Player Experience 2
- Platform 3
- Development Software 3
- Genre 3
- Target Audience 3

Concept **3**
- Gameplay overview 3
- Theme Interpretation (YOU'RE THE WEAPON) 3
- Primary Mechanics 4
- Secondary Mechanics 4

Art **6**
- Theme Interpretation 6
- Design 6

Audio **7**
- Music 7
- Sound Effects 7

Game Experience **7**
- UI 7
- Controls 7

Development Timeline **8**



Introduction

Game Summary Pitch

You got fired by your taxi company boss, and in retaliation you decide to continue driving the company car to garner bad reviews for your now ex-company.

Inspiration

We wanted to create a game with a contrarian goal, challenging conventional objectives such as being a nice, law abiding, taxi driver.

Crazy Taxi

We drew inspiration from Crazy Taxi **(ANDY/CONNOR, I HAVE NEVER PLAYED THIS, COULD YOU ADD WHAT YOU WERE INSPIRED OF FROM THIS GAME?)**

Player Experience

The player drives through town and picks up people to drop them at their destination, but not before torturing them with your bad driving skills and ill intentions. You skip traffic, run red lights, make cops chase

you, drop customers off at puddles, all to get bad reviews (Don't worry, karma will compensate you for doing his biddings).

Platform

The game is developed to be released on windows PC

Development Software

- Unity Engine
- Any other software here-

Genre

Singleplayer, casual, roguelike

Target Audience

Casual players, Chaotic Evil, Bad Drivers

Concept

Gameplay overview

Pick up passengers, and then cause them to give you bad reviews by doing various things that go against the normal driving etiquette.

Theme Interpretation (YOU'RE THE WEAPON)

'You're the weapon' interpretation - The direction we took with this theme was that in order to exact revenge on your boss for firing you. You use the company car (taxi) to cause damage to the company's reputation by driving poorly.

Primary Mechanics

Mechanic
Driving Car Drive your taxi car throughout town.
Pickup/Dropoff portals A way to pick up passengers and drop them off.
Upgrading Upgrade your car (faster speed, new abilities, etc).
Economy Earn money to buy upgrades using the money you earned from commuting passengers.

Secondary Mechanics

Mechanic
Review system Let the passengers write bad "yelp" reviews for your company "Mesla Inc.". This contributes to the amount of money you get

Mechanic
dropping people off. The review system slowly ticks back up to full yellow stars. It ticks down when you run into buildings, destroy trees, drive recklessly on the road (get cars to honk at you).
Chat Bubbles Will be implemented to explain the use of the theme in the game (aka storyline) and to get the game more depth with customer interactions dependent on the review system.

Art

Theme Interpretation

The considerations for this jam for the art were not based on the theme, but based on what assets are publicly available and are cohesive. We will mainly be using Kenny.NL assets throughout the entire project.

Design

We will use a “low poly”-esque style so the game could be played inside a browser while still looking pleasing and not be resource intensive.

Audio

Music

BGM that evokes the feelings of pressure, and a non-calm environment.

Sound Effects

Honking Effects, Car door sounds, Chat bubble swipes, and Money effects will be used to give the game some auditory depth and to bring attention to certain “events” in the game.

Game Experience

UI

Implement simple UI (nothing too fancy) so that more time can be spent on the game, something easy to implement would use a brushstroke font, while still looking good.

Controls

Keyboard

Arrow keys / WASD
Space
Shift

Development Timeline

MINIMUM VIABLE PRODUCT

Done through github version control
https://github.com/Eden-Mor/PirateSoftwareGameJam2025

MVP issues list

#8 Name the game
#5 Review System
#7 Destructible objects
#2 Procedural City
#13 Dithering buildings blocking car view
#4 Countdown Timer
#9 Pause Menu
#3 Customer Interactions
#34 Upgrades to Taxi
#37 Fix world border (the void)