Project Pony presents: MotorStorm Equestria

I know Ponykart is in the making but I've yet to see the creation of an action-packed off-road racing game. Welcome to MotorStorm Equestria.

MotorStorm Equestria is a game inspired from the popular MotorStorm series by Evolution Studios. True to the original MotorStorm games, MotorStorm Equestria delivers fast-paced action-packed races featuring the MLP cast as racers. The game will feature a huge variety of vehicles, each with their own strength and weaknesses. In addition to a diverse environment, the game will also feature destructible environments and real-time terrain deformation. New to this game is the player's ability to buy/sell their vehicles, upgrade them and give them a paintjob they like. The game will also feature a "Vehicle Compatibility" function. This means that a character with Level 3 compatibility to a motorbike can handle it far better than a character with Level 1 compatibility. The compatibility can be increased by playing with the same vehicle class. Vehicle Compatibility confers additional bonuses to the vehicle's stats. To add more fun to the game, players can race online and even trade vehicles with other players. Everything is free (because this is a fan game). Players may also customize their characters.

There is no need for a story, yet, until a suitable single player story is decided. Since this is an idea, there is no artwork or concept art to show. That's right, this game is starting from scratch. The list below contains positions to get the game going.

Team Leaders (Leader, Assistant, Web Designer)

Story Planners (Story Writer, Storyboard Artist)

Concept Artists (Character, Props, Background, Vehicles)

Level Designers

3D Team (3D modeler, Animator)

Programmers (GUI, AI, Scripter)

Sound and Music (Sound Engineer, Music Composer)

Flash Animators

Currently, I'm thinking of UDK (Unreal Development Kit) to power the game but if you guys have better suggestions, feel free to voice them out. I'm no artist but I can still help out with some concept arts. I'm more towards writing stories and giving ideas. This game is starting from scratch so everyone is encouraged to give ideas to make this a great game. I look forward to

working with you all.