

G-Unit Stuntin'

When it comes to stuntin' there's nothing you can teach us
We're in a different time zone, your records don't reach us
Naww, I ain't here to save the world, just roll up a blunt
Come with me out front, I'LL TEACH YOU HOW TO STUNT

—Stunt 101; G-Unit



[See the G-Unit "Stuntin' 101" Video](#)

Game Concept

Game Title	<i>G-Unit Stuntin'</i>
Genre	Action game
Players:	1, plus possible multiplayer ghost racing
Platform:	BREW, Java
Document Version:	1.0
Author:	John M. Astell

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1. Intro

G-Unit Stuntin' is an action/arcade game of urban, hip hop motorcycle racing and stunts. With fun racing mechanics, no-holds-barred competition, use of G-Unit members and fictional characters as racers, and a build-a-bike customization system, *G-Unit Stuntin'* will set new standards of fun in mobile racing games, the way an action adventure movie is fun: it's a blast but you don't have to think too hard in order to play it.

2. Game Play

The players play young and upcoming motorcyclists, out to establish their reps against the best the city has to offer. Non-player characters have their own distinctive styles, and players can also select their own styles, which influence how they perform: Daredevils, for example, take more risks, which increase their chances of winning but also boost their chances of crashing.

2.1 Single Player Mode

The game features a single player mode with two different types of events:



- **Free-for-All Street Racing:** The players compete against a field of 3-5 AI players in races through the urban landscape.
- **Freestyle Stunting:** This is where the players show off their cycle stunting skills, competing against 3 AI stunt masters.

In each event players win play money by doing well. Most events are races, but all three events occur, requiring the players to become expert in all areas.

2.1.1 Money Money Money

The game awards players who do well in events with play money. Placing well in events wins prize money. Doing fancy stunts or special actions wins bonus money. The game also features a betting system, so that players can win extra money by betting on themselves in races. (To prevent possible manipulation of the system, players cannot bet on their competitors in events.)

Money is used in two ways in the game:

- As a scoring system. Players' lifetime winnings are their scores: the more they've won, the better they've done.
- As a way to buy better bikes and bling.

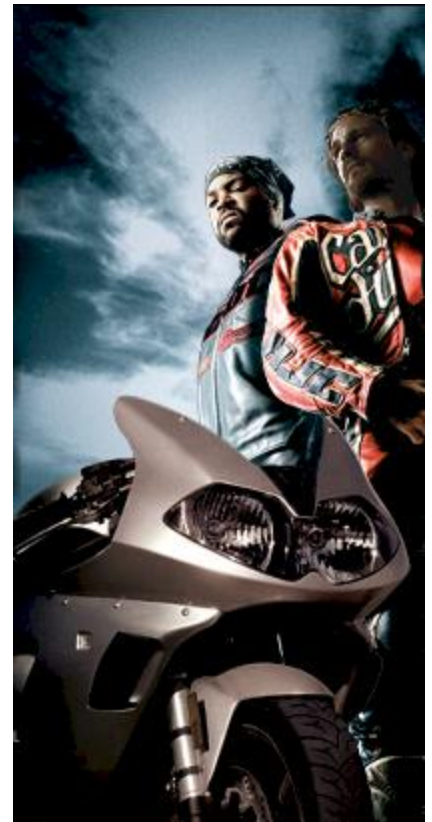
2.1.2 Build-a-Bike, Buy-some-Bling

Players start out with the best cycles they can afford: second hand, junk bikes that nobody else cares to—or dares to—touch. The bikes break down, spew smoke, and run slow, so there great scope for improvement. Fortunately, players face competition on their own level, as the big boys won't play until the players get better.

Players gain money by doing well at meets, allowing them to upgrade the equipment, buy fancy stunting gear and bling for themselves, and trade in their bikes for better and better ones.

As players earn money and upgrade their motorcycles, they move into higher and higher class events, facing tougher competition. If a player does really well, maxing out in the game (in upgrades and bling) and winning a series of event in a row, the game awards them with a special Stunt Master victory scene.

If multiplayer mode is included, players would have separate bikes for single player and multiplayer play, so that the multiplayer bikes can only be upgraded using money earned in multiplayer races.



2.1.3 Free-For-All Street Racing

The players compete against a field of 3-5 AI players in races through the urban landscape. The game has a set of 3-5 different courses that wind over city streets, down alleys, across bridges, through junkyards, under tunnels, into parking lots, and occasionally through city parks. Part of one course features a detour into the city's sewers, complete with hazards like gushing water and lurking alligators.

Winning a race involves more than just the need for speed—it takes blood and guts, literally, as players can attempt to crash their competitors off the course or bash their heads in with clubs, chains, or a variety of weaponry. Players can also equip their bikes to drop oil slicks, tire slashers, and other objects that can cause mayhem to the other motorcycles, including the every-popular spray paint cans to blind their opponents. Players can do combination moves for great effect, like using a tazer to stun a racer and then kicking him into the path of a taxi. At the highest levels of play, players need to don kevlar and deck their bikes with armor, as the shotguns and Uzis come out.

Winning isn't everything—winning and causing mayhem is. Causing multiple accidents and resisting arrest earns players a cash bonus on top of the money they garner for placing in the race.



If by now you're thinking this is hardly street legal racing, you've got the idea. The police do, too—if a cop chopper happens by during a racing, the cops join in the fray and attempt to arrest or stop the racers, by any means at their disposal. Needless to say, the racers fight back—and they better fight back well. Leave the cops standing and they call in backup, until just completing the courses is a feat, as all the competitors have been busted and the player had an entire police department trailing him.

The streets also have numerous obstacles, including gaping potholes, oncoming traffic, massive garbage trucks, massive piles of trash (make you wonder

what the garbage trucks are doing), jersey barriers, and the like, all of which must be maneuvered around.

Combat is not an ultra-realistic gore fest however, but over-the-top action cartoonish action verging on slapstick. (For one thing, phone screen resolutions mostly preclude realism.) Players dish out and take the damage, but the worse that can happen is that you crash, lose the race, and have to pay out money to heal yourself and repair your bike. Similarly, the game's physics are not a realistic simulation but are scripted and comical, as bikes and riders take flying crashes. For example a driver can hit a dumpster and then he and his bike, separately, ping-pong back and forth on light poles and parking meters down the street.



Tentative racing controls are:

1 Key Use Weapon to Left	2 Key Accelerate	3 Key Use Weapon to Right
4 Key Turn Left	5 Key Jump Cycle	6 Key Turn Right
7 Key Previous Weapon	8 Key Brake	9 Key Next Weapon
* Key Pause Game	0 Key Use Cycle Special Weapon (oil slick, etc.)	# Key Toggle Sound On/Off

Controls will be examined and refined during development, to achieve the best balance of utility and playability.

At the end of each race, the winner is announced, money handed out, and the player can watch a replay of the race, following the actions of any cyclist.



2.1.4 Freestyle Stunting



Most of the events in the game are races, but every fourth or fifth event is a special event, either freestyle stunting or a stunt duel. In freestyle, the player competes against 3 opponents in performing motorcycles stunts—there's no racing or combat.

The screen is split in four quarters, one each for the player and the competition. The stunts perform their stunts for a set amount of time such as a minute. They score based on how many stunts they do and how fancy and difficult the stunts are. Falling down, of course, hurts the player's score.

Tentative stunt controls are:

1 Key Catwalking (balance on rear wheel)	2 Key Accelerate	3 Key Walking (balance on rear wheel; standing on rear of bike)
4 Key Turn Left	5 Key Spin	6 Key Turn Right
7 Key Stoppies (balance on front wheel)	8 Key Brake	9 Key Christing (Stand in the saddle)
* Key Pause Game	0 Key (to be determined)	# Key Toggle Sound On/Off

Controls will be examined and refined during development, to achieve the best balance of utility and playability.

At the end of the stunt event, the winner is announced, money handled out, and the player can watch a replay of the event, seeing all four in action or zooming in on any stunter.



2.1.5 Networked Leaderboards



If there is no multiplayer mode (see 2.2 below), then the game will have networked leaderboards, where players can upload their scores and compare how they are doing against other players. Players can check the leaderboards, first seeing how they stand on the all-time scorers list. (If they are not in the top 10, the list shows their ranking with four players immediately above them and the five immediately below.) They can also check out the top ten scorers.

The main leaderboard displays the all-time top scores: a listing of the top scorers. This type of leaderboard helps drive repeat play among the hyper-competitive players, who want to see their names at the top of the list.

Secondary leaderboards display top scorers for the current and previous week and month. This leaderboards give casual and new players a chance to score high in list, thereby encouraging repeat play for them, too.

Leaderboards require the players to have game names. A game name is optional (but selectable) unless the player wants to upload a score. The game will filter and reject the names based on any banned word lists the carrier supply. The game will not require unique names (since one sure way to lose player interest is to keep rejecting names they want but others have taken). Instead, the game will display a player's game name differently from all other game names, so that players can easily identify their own game names.

2.1.5 Restarting

The game in essence follows the career of the player. Sometimes, some players will want to restart from scratch, and the game allows this: their score is cleared out, they choose new starting bikes and styles, and they go on from there.

The game does not support one player playing multiple identities at the same time.



2.2 Multiplayer Mode

The game can also feature a multiplayer mode (should we decide to include this), in which players race against other human players. Due to network latency delays (2-7 second round trips must be handled), real-time action racing between live players is impractical. However, a multiplayer game can feature ghost racing, in which players set their race characteristics and then watch non-interactive races showing how well they do against other players.



Multiplayer mode utilizes numerous game systems for single player mode. It concentrates only on street racing and reuses many of the single-player mechanics, such as courses, motorcycle and characters, etc. It uses a modified single-player build-a-bike system.

It expands the single-player character styles mechanics, so that the players can set a wider range of race characteristics, such as willingness to attack competitors, how aggressive to race, etc.

Instead of leaderboards for the single-player mode, game's leaderboards will cover multiplayer mode.

See our *Cingular Racing* for how such multiplayer racing can work.

Note: Although multiplayer mode utilizes a lot of the game systems of single player mode, it is basically a second game within the main game. Thus, its inclusion will increase the scope, development costs, and support requirements (network servers, etc.) for the project. These factors should be examined when determining whether multiplayer play should be included in the game.



3. Bonus Material

The game will contain a set of unlockable ringtones and wallpaper that players can download. These are awarded at various times in the game. For example, when players win their fifth event, they get to choose one 'tone or 'paper.

The amount of downloadable content will be set during development. Tentatively, there should be five of each, with one being awarded on players winning a number of events, doing well on the leaderboards, and even for just playing a number of events—so that everyone gets something occasionally.

The game's help screen will hint at how players can win the content, which will spur repeat play for some players.



4. Graphics and Sound



The game will be developed in both 2D and 3D graphical versions, perhaps by separate development teams. Many of the non-graphical systems will be the same across both versions, and the code for these should be shared rather than developed separately for each version.

The game will have a rich soundscape of motorcycle racing noises, crashes, sirens, etc.

The game will also have a soundtrack. Ideally this will consist of several G-Unit tracks, especially Stunt 101. If these are unavailable, an original hip hop theme should be created.

5. Licensing

G-Unit Stuntin' licenses the G-Unit name and is inspired in part by G-Unit's Stunt 101 track. We should use the license to extent it allows:

- G-Unit tracks in the soundtrack.
- The likeness of G-Unit members as non-player master racers and stunts in the game.
- G-Unit clips and images for the unlockable ringtones and wallpaper.

If these items require additional licensing agreements, this area will be reviewed at a later date.





About Zingy

Founded in 2001, Zingy acquired Vindigo in 2005 to become the first broad-based mobile media company. The Company sells products and services through every major carrier in North America as well as Latin America. Zingy creates, publishes, and licenses market-leading content in personalization, entertainment, information, and community. Innovative services include games, ringtones and ringbacks, wallpapers, celebrity news and photos, local city guides, photo sharing and mobile chat. The company provides content management and distribution services to a variety of blue-chip partners including carriers and media companies, as well as mobile marketing services to more than 150 leading brands. Based in New York, Zingy has offices in Los Angeles, Mexico City and Montreal. Zingy is a wholly-owned subsidiary of For-Side.com. For more information, visit www.zingy.com.

