Shift & Drift Tutorial Map

A Low-Grip Driving Experience
with Bumper Car Combat Mechanics



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Game Overview

Shift & Drift is a driving simulator in which the player takes the role of the car and must complete trials within a set time to progress. Combat uses a bumper car system, with momentum determining the damage dealt to an opponent. The tutorial level introduces the game's mechanics through simple roadway diversions, combat with an AI car, and a breakable wall that requires sufficient momentum to break through.

Story

You are being coached to join the SD faction, an exclusive league of combat racers trying to set themselves apart from the field. Before you can join, you must prove your worth in this training level.

Throughout the rest of the game, the player will compete in different time trials and learn more about the world of Shift & Drift.

Design Highlights

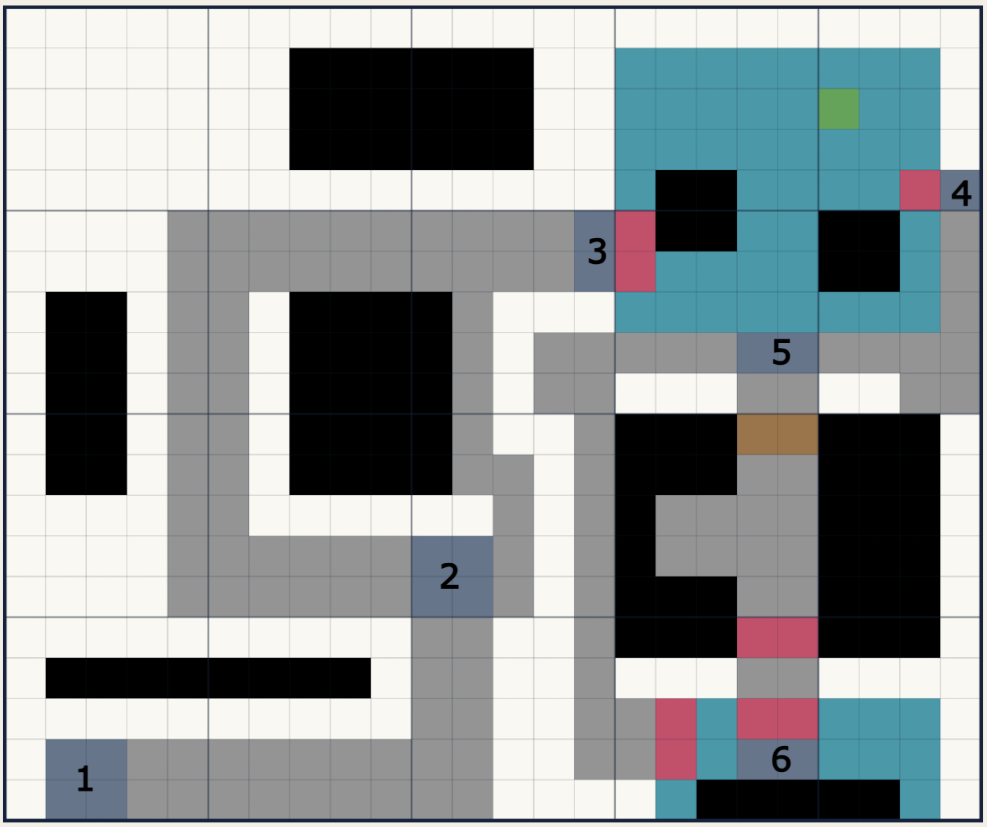
- The map is intentionally somewhat simplistic, with the goal of helping the player understand the basics of the game. However, this does not make the level easy. The player must still learn to handle a low-grip car, likely with no prior experience, on a track that presents interesting challenges.
- Each major checkpoint has multiple access points, allowing the player to choose between risk and a steadier route at the cost of time.
- The environment is shaped around the vehicle's capabilities. Some turns include extra runoff areas for the player to take advantage of, and the streets are deliberately sized to give the player varying challenges.

Level Map

BACKFIELD MAP MAKER

Shift & Drift Tutorial

24 × 20 cells | 24,000 uu × 20,000 uu | 240 × 200 m



5 cells = 5,000 uu

1 cell = 1,000 uu

LEVEL COMPONENTS

- **Closed Buildings** — Describe its level-design role
- **Road** — Describe its level-design role
- **Breakable Entrance** — Describe its level-design role
- **Enemy Spawn** — Describe its level-design role
- **Indoor Drivable Areas** — Describe its level-design role
- **Open Entrances** — Describe its level-design role
- **Checkpoints** — Describe its level-design role

Checkpoint Notes

CP1	The player spawns and is introduced to the tutorial level objective before gaining control of their player character.
CP2	The player is tasked with going left or right. Going left offers an easier route but takes longer to complete. Going right offers a quicker route, but hitting a barrier resets their progress. On the first attempt, the player will be forced to go right, with the expectation that they will fail. If they succeed, the level continues. If they fail, they will then be forced to take the easier route to the left.
CP3	The player reaches the end of the initial route and prepares to face the AI enemy.
CP4	The player reaches this checkpoint after defeating the AI enemy. The door will not open until the enemy is defeated.
CP5	The player is presented with another opportunity to choose between multiple routes. For the tutorial, they will be forced to take the route involving the breakable wall. The player must build up enough momentum to break through the wall, but this route is much quicker.
CP6	The player parks the car and concludes the tutorial level.

Scripting Elements

Car Mechanics

This will be developed in tandem with my second prototype for CGT 425 Level Design. The goal is to mirror the experience of flying on a broom in Hogwarts Legacy, but with driving instead. This means very low grip, almost like driving on ice. This is what makes driving difficult and skill-based. It is also why the map design includes so many extended turning areas.

Bumper Car Combat

The closest reference I can give for this style of combat is Wreckfest. However, the system will feel more like actual combat than a secondary part of racing.

Car Enemy AI

I will create basic AI for the player to face using the combat system. Of the elements specific to this project, I expect this to take the longest to implement.

Tutorialized Gameplay

As mentioned throughout, this is a tutorial level and will therefore include tutorial dialogue and enforced tutorial steps. This should be the easiest part to implement, but it is crucial for immersion within the level.

Visual References



Burnout Paradise



Fast & Furious Crossroads

Visual References



GTA 5