

Quaranteam Studios presents:

HARMAGEDDON



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Controls

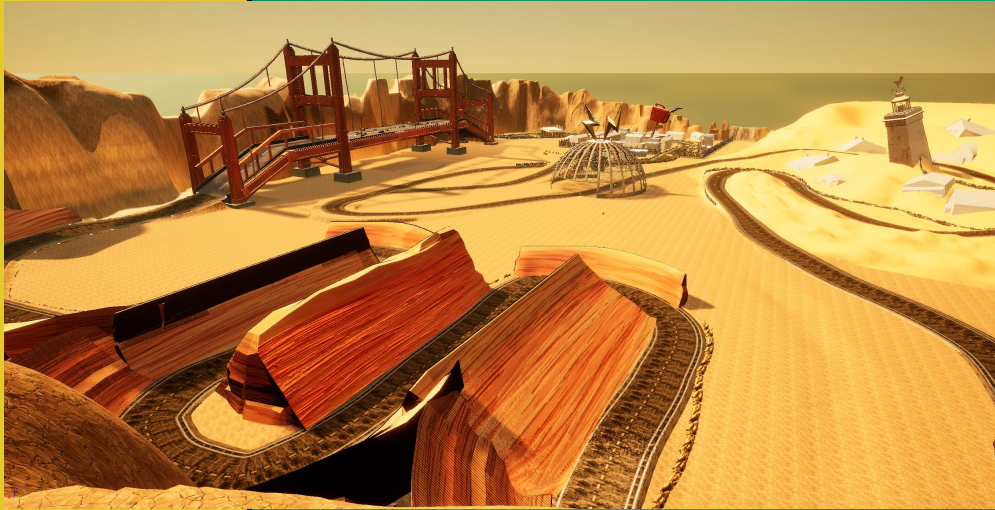
Action:	Keyboard:	Xbox One Controller:
Drive Forward	W	X Button
Brake	S	A Button
Turn Right	D	Left Stick Right
Turn Left	A	Left Stick Left
Recenter Camera	R	Y Button
Fire Primary	Left-Click	Left Trigger
Fire Secondary	Right-Click	Right Trigger
Target Enemy	T	B Button
Select Previous Weapon	Q	Left Shoulder
Select Next Weapon	E	Right Shoulder

Flip Car	Q+E	Left+Right Shoulder
Pause	Tab	Start
Exit Game	Escape	Select

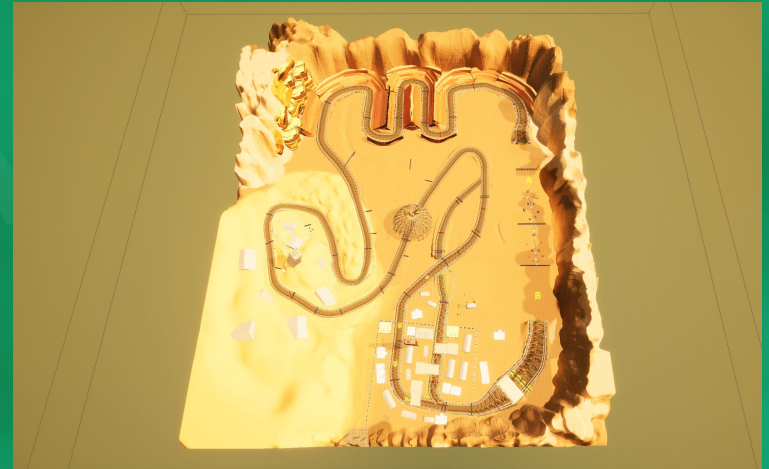


LORE

The World of Harmageddon



Harmageddon Races: Created by ex-motor cross racers Deus Ex-Mac and Jo-nothin' Trundle, the Harmageddon Races have been running for 43 years. Heralded as 'the greatest race since the beginning of the End,' racers come from near and far to compete and establish their driving prowess. Those that win are heroes and awarded celebrity status. But those that lose suffer obscurity, and sometimes death.





CHARACTER LORE

ECHO

Known as: The Techy

Vehicle: Cardboard Box

One to use whatever resources are at hand, she built her car out of cardboard and plywood. If you can build a computer, why not a car? A creator by nature, she wants the money and renown from the races to get more parts and materials to make things. Her ultimate goal is to be part of the team that reboots a universal system in Gastown.



FRAIZER

Known as: Dr. Pain

Vehicle: Wham!bulance

During the apocalypse, he was a medic. After a bad accident where he killed a patient, he went crazy and was put in a facility for 'personal safety.' Using a metal pipe ripped from the wall of his cell and a hammer found in a tool closet, he bashed his way to freedom and stole an ambulance he christened as the Wham!bulance.

His mission now is to cause as much pain as he can with the mentality that there are 'too many good guys', and figures the races are the best place to do it.



LADY MEME



Line art: Kat Underhill; Coloring: Lauren Hahn

Known as: Streamer Supreme.

Vehicle: YEEP.

An 'influencer', she lives vicariously through the memories of the days when streaming still existed. Believing she is 'God's gift to humanity in this poor broken world', she does anything to stay in the spotlight. The rac3s were the 'next big thing' and used her old connections to get a Jeep from her adoring fans (in truth she stole it from a racer in a different area, who now has a vendetta against her.)





AJAX

Known as: The Drillmaster.

Vehicle: Nice-Cream Cone.

A mechanical engineer in the old days, she built the NCC herself. Using the drill for defense in the races, she also uses it to create living areas in the surrounding cliffs. She uses victory money to build bigger and more powerful drills and machines.





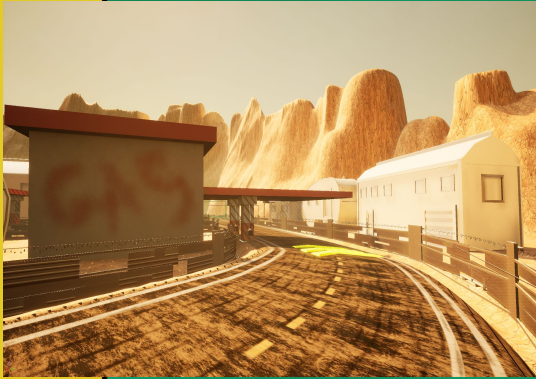
WORLD LORE

SOMMER BEACH/WASTED WATERS

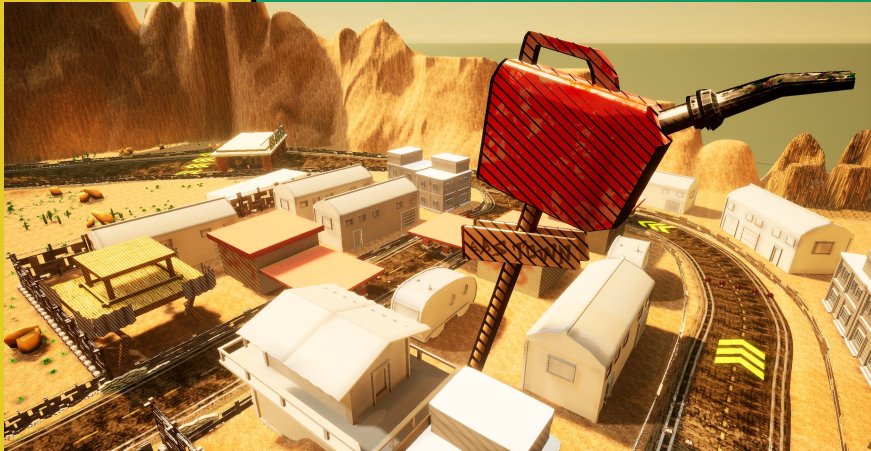
Used to be a place of relaxation before the apocalypse. After the water dried up and was drained became little more than a barren wasteland, stretching towards the horizon. The Gritt Lighthouse, one of the remaining structures from the old days, was raided for supplies and materials, but the tower stands as a reminder of the past.



GASTOWN



Known as 'The City' or Racer's Haven. Gastown used to be little more than a small stop-over town, but after the cities fell and the races began, became a hub for the races. Viewers and racers alike stay there during peak racing season, and popular racers and champions live there year-round. Gas Town also serves as a stop-over for travelers, and as the track passes through the centre of the town entertainment is seldom lacking.



DEFIANCE BRIDGE



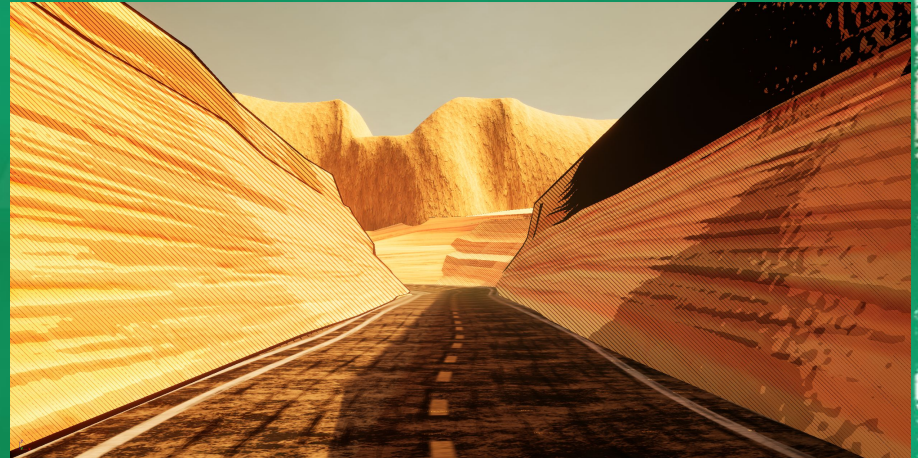
Though it suffered structural damage in an earthquake soon before the apocalypse, during which a vast crack appeared between the central struts, Defiance Bridge still stands. Despite this, the Harmageddon racetrack utilizes the bridge as a main point in the race, the fallen debris and damage used as obstacles for racers. The silhouette is an icon of the area and is a beacon to travelers that they are nearing Gastown and the Harmageddon races.



CHAOS CANYON

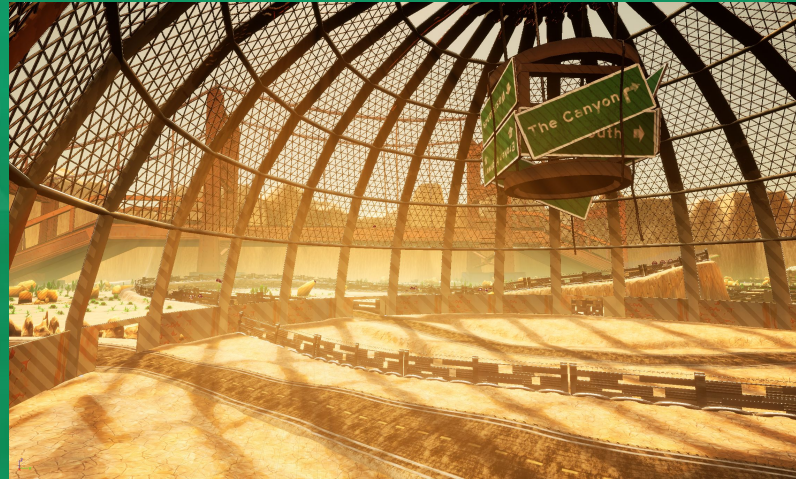
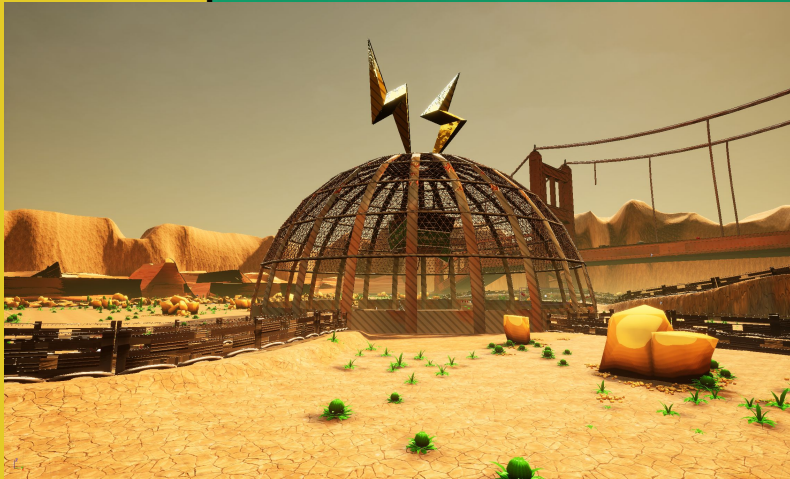
The natural curves and terrain of the area inspired the original Harmageddon races as they provide a natural racecourse.

If drivers are skilled enough to make it through with a 'clean' run – taking as little damage to their vehicles as possible – they've achieved peak driving skills. New racers practice there for months before the official races. The Chaos Run is one of the most difficult part of the race track, and many skilled drivers have lost races, and their lives, between its rocky walls.



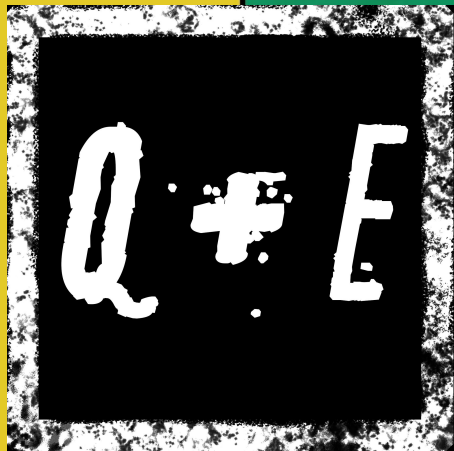
THE THUNDERDOME

The centre d'activité, The Thunderdome is the home and center of the races. It was built in the days immediately following the apocalypse, after the second annual Harmageddon races when the locals realized the potential of their provincial competition. Since then, it's been used as the starting and finish lines for races year-round. The dome is also used as an arena for other competitions and events, such as pit fighting, and revivalism concerts.

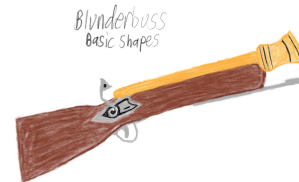
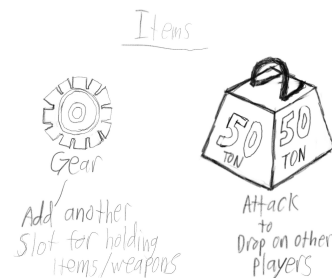
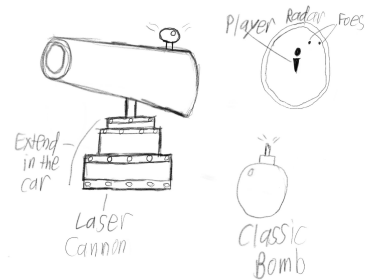
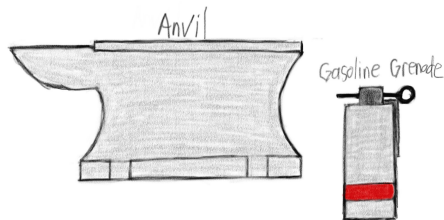
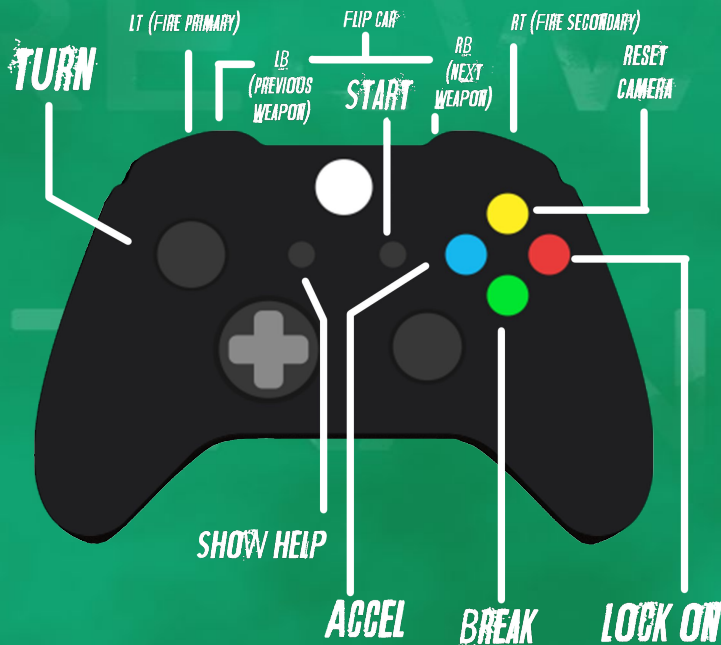




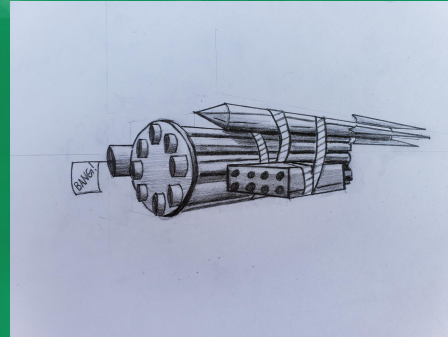
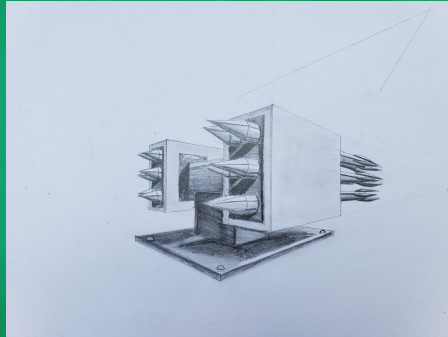
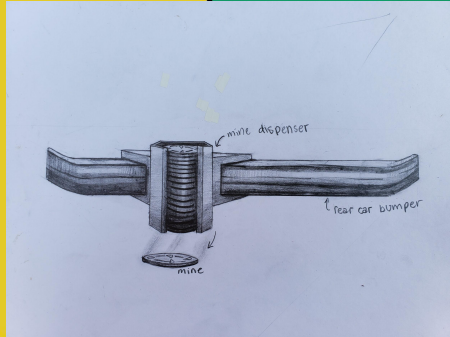
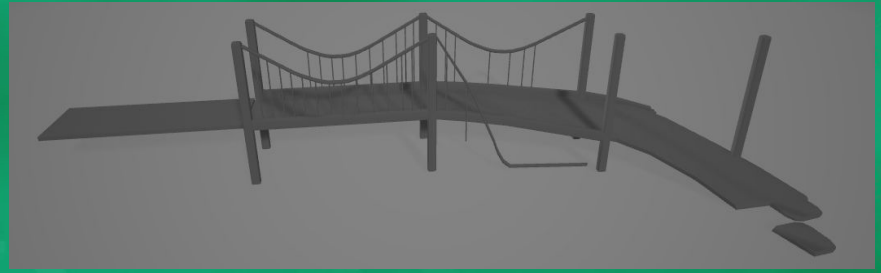
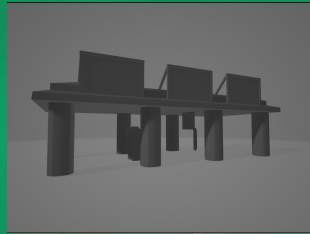
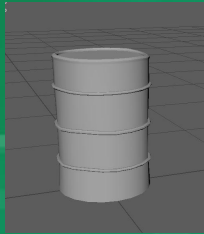
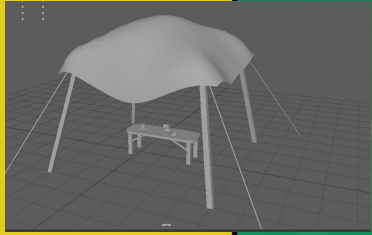
GAME ART



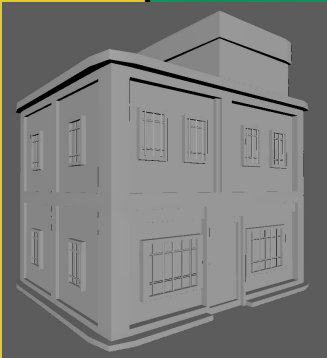
Art by: Akihla



Art by: Caitlin Morales



Art by: Chris Hutton



Yeep Jeeep(Yeep)

Normal



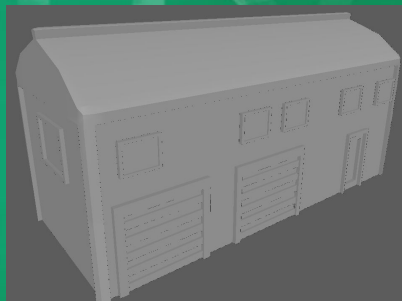
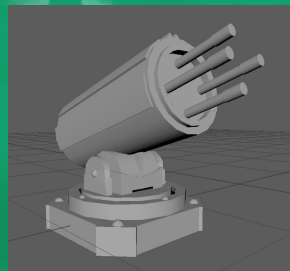
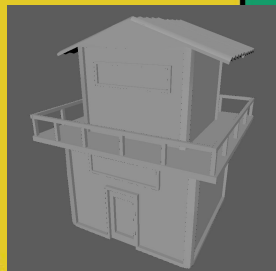
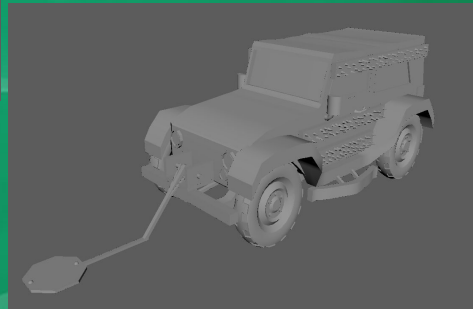
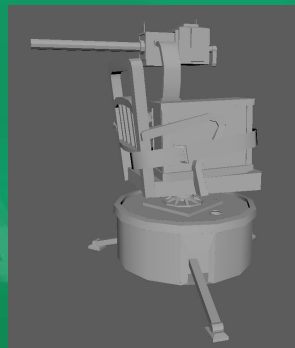
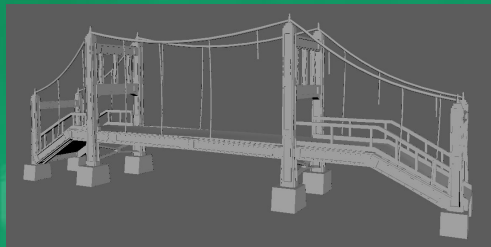
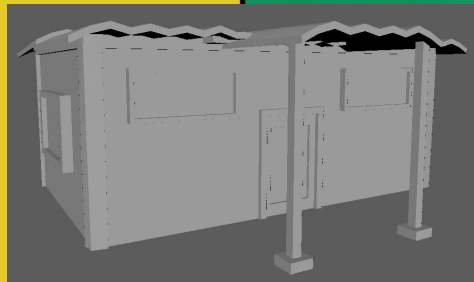
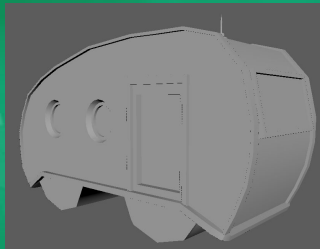
Catapult



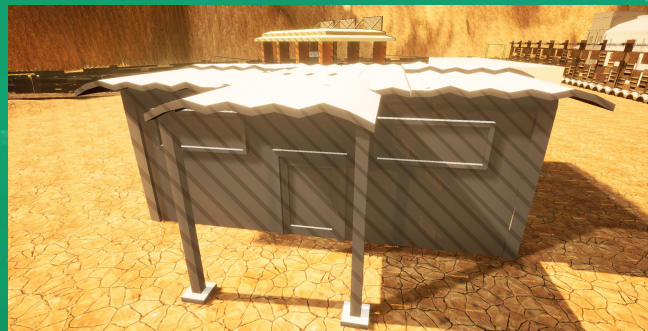
Rubber Bumpers



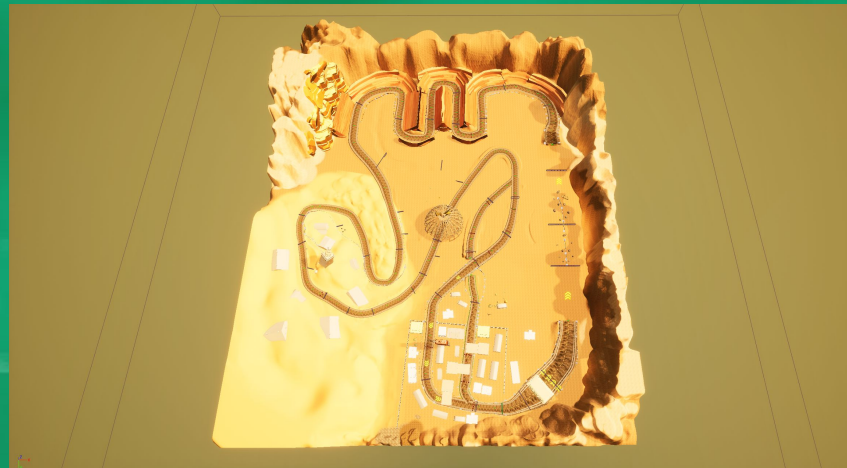
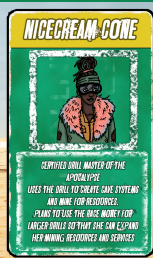
Spike Panels



Art by: Chris Hutton Cont'd



Art by: Christian Wright



Art by: Elyjah Butler

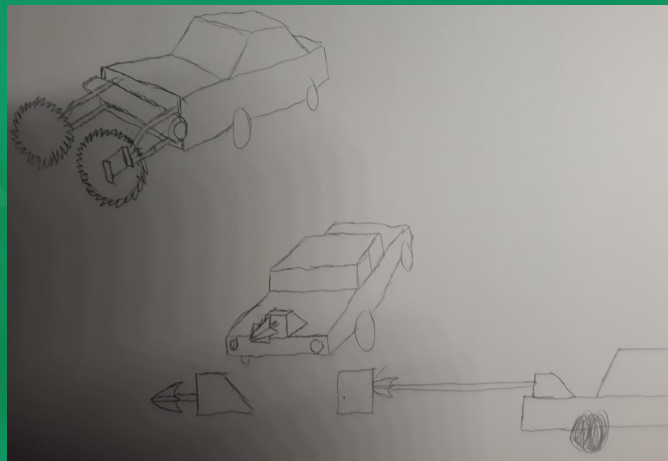
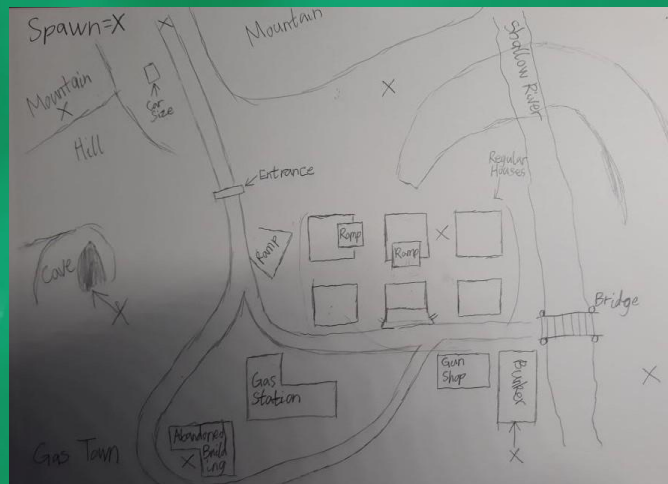


Nice Cream Cone: Modelled

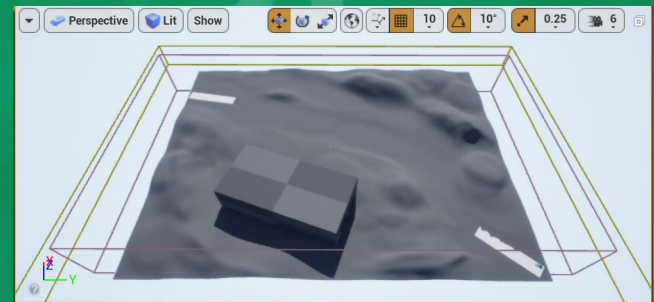
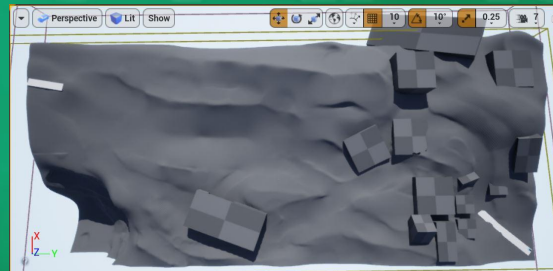
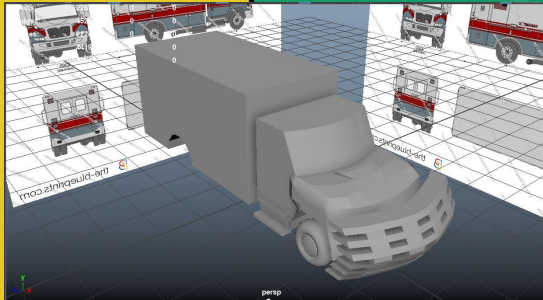
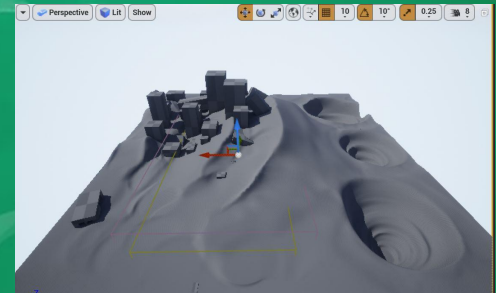
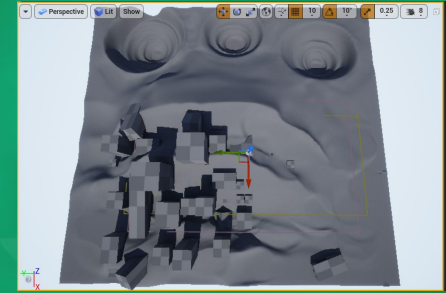
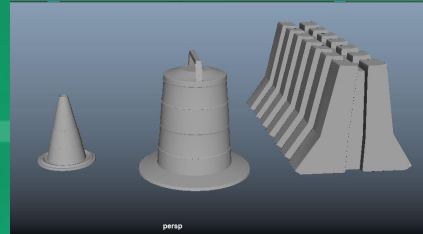
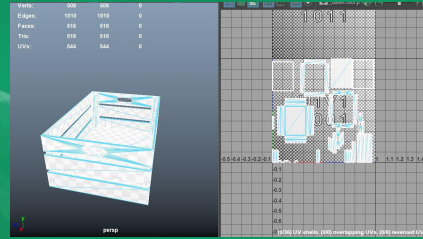
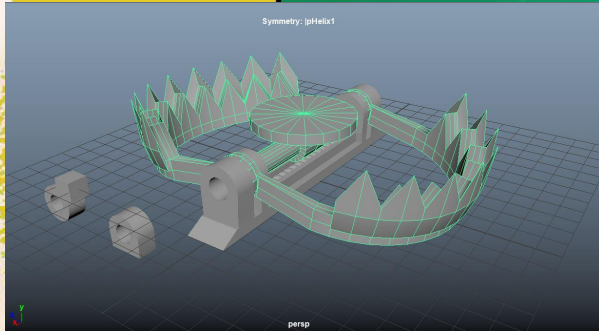
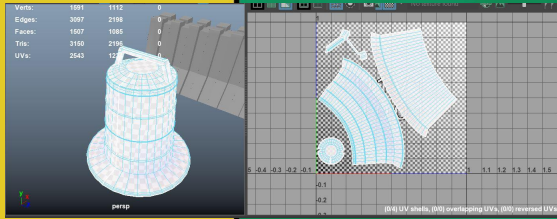
Art by: Joshua Tang



Car and Map concept sketches



Art by: Justin Reyes



Art and Coloring by: Lauren Hahn

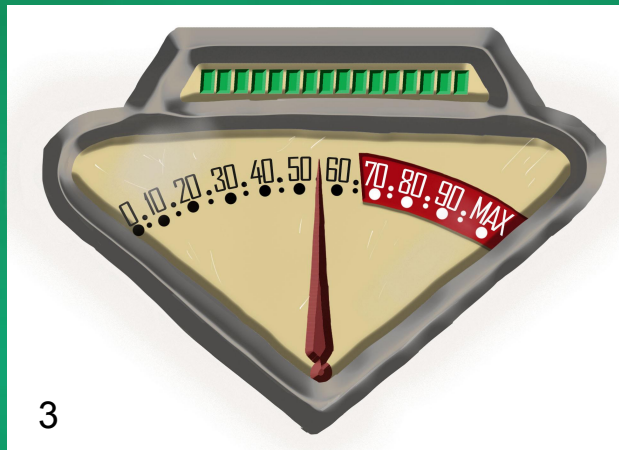
1 2 3 GO!



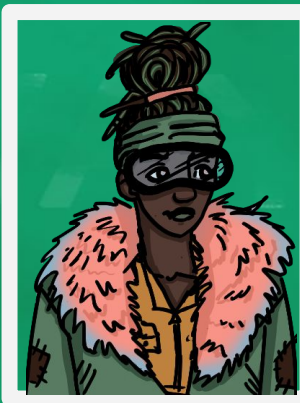
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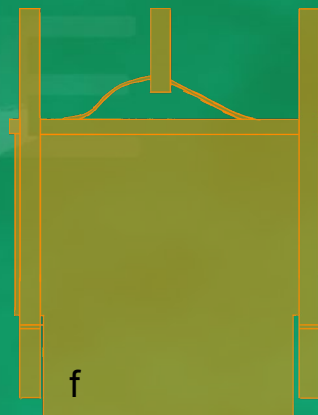
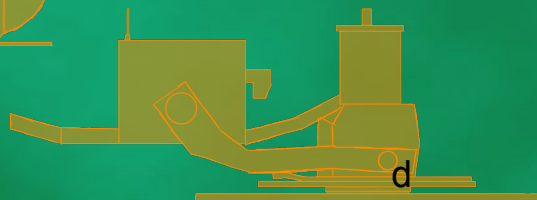
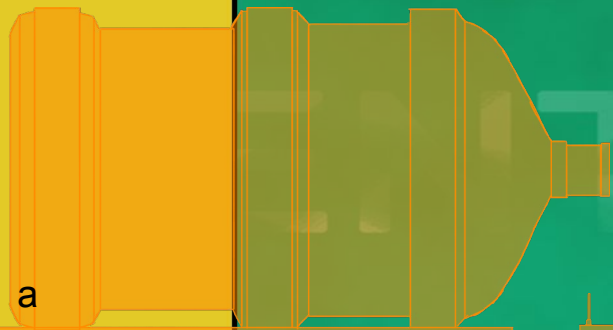
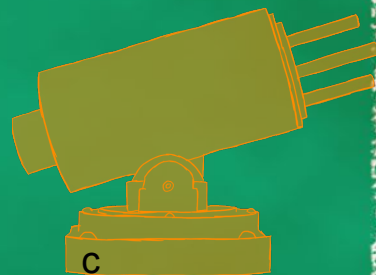
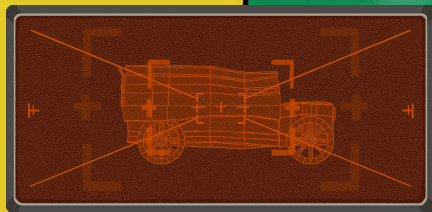
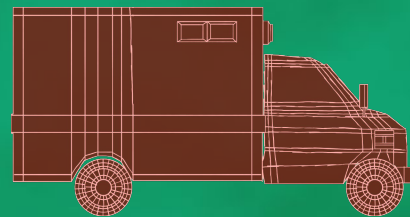
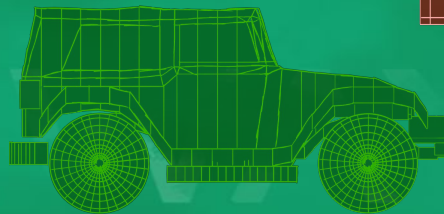
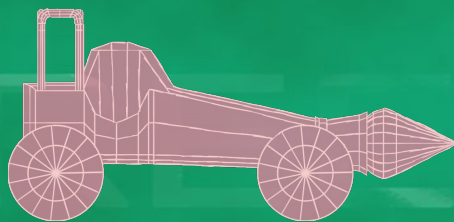
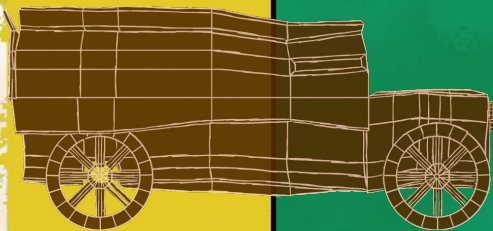


3



1 Radar Scanner UI
2 Shield Pickup
3 Speedometer UI

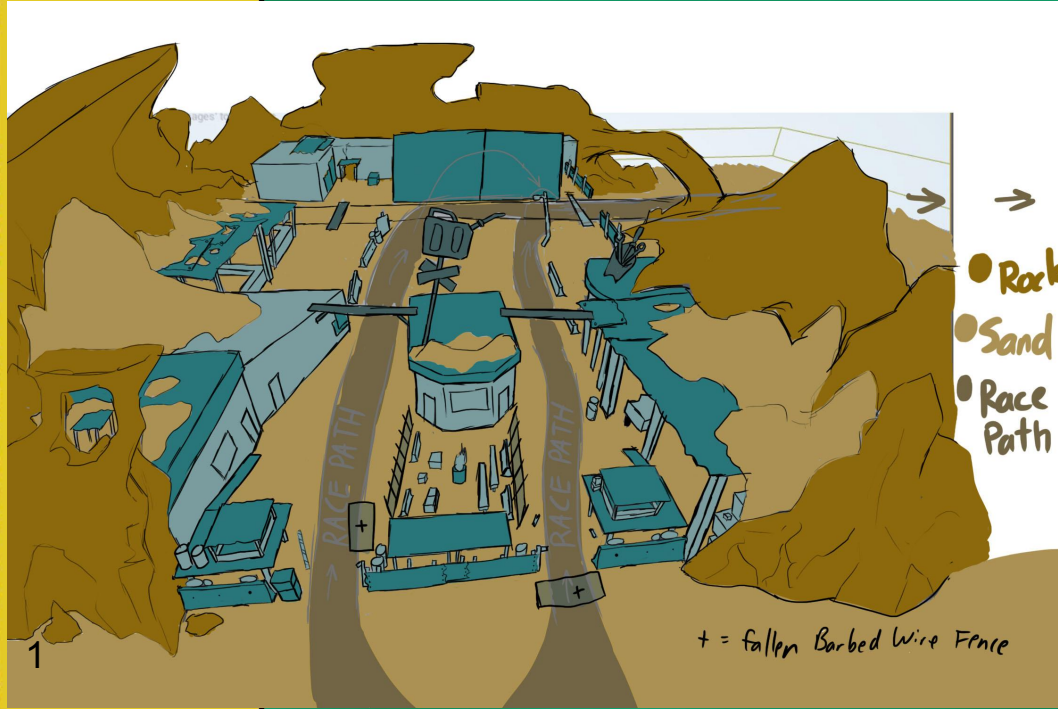
Art by: Lauren Hahn Cont'd



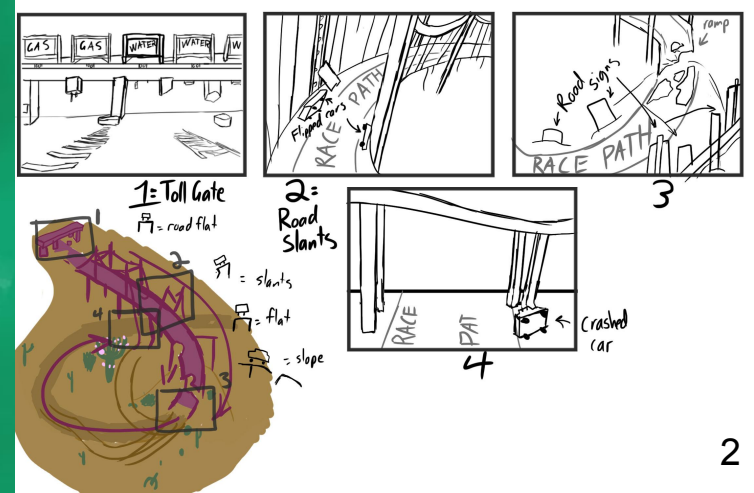
a: Bottle Launcher
b: Bear Trap
c: Missile Launcher

d: Mine Launcher
e: Machine Gun
f: Mine Placer

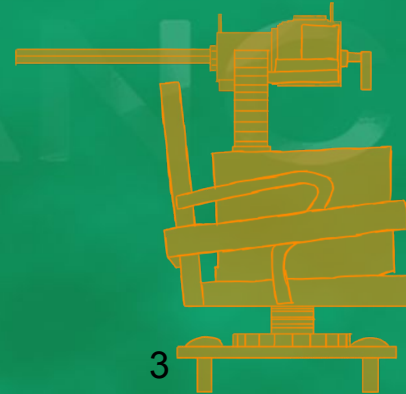
Art by: Lauren Hahn Cont'd



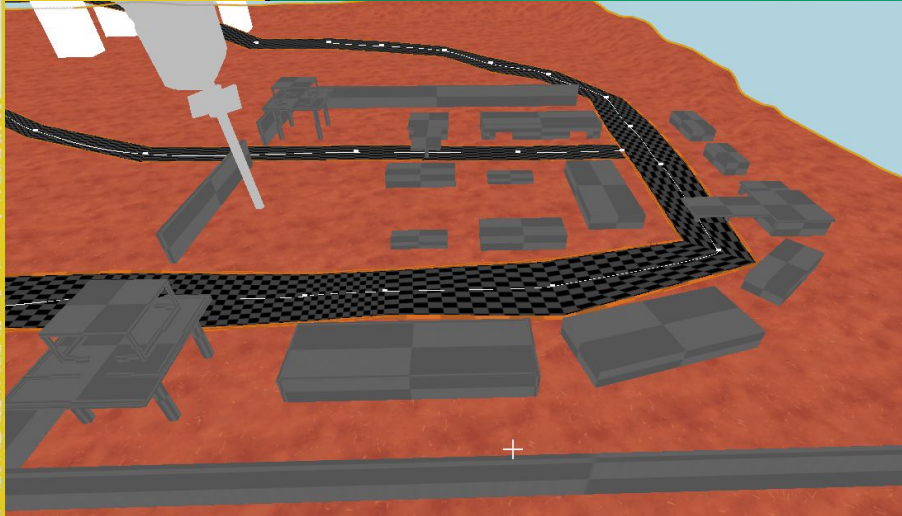
- Rock
- Sand
- Race Path



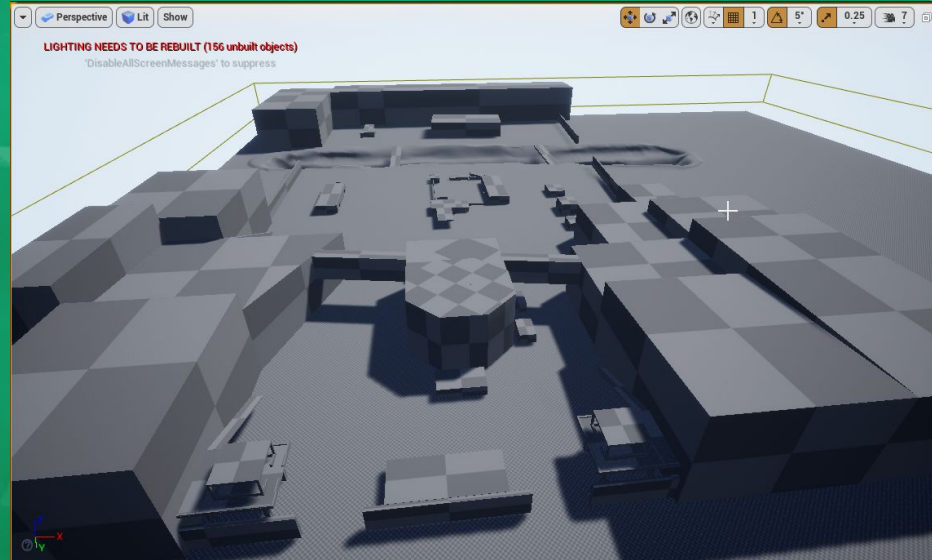
- 1 Gastown Concept
- 2 Bridge Concept
- 3. Turret



Design by: Joshua Mariscal

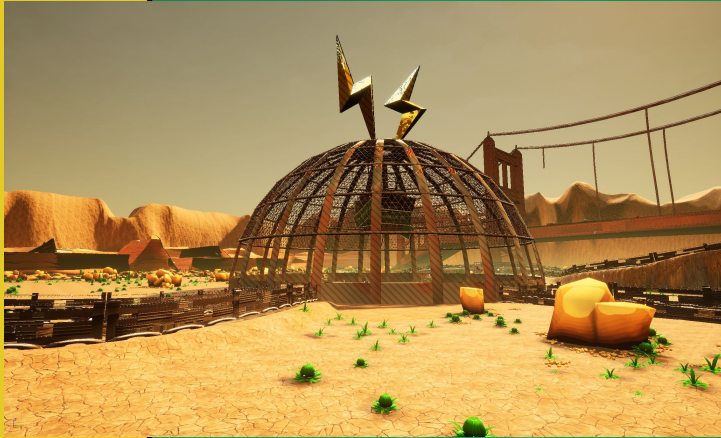


Early whitebox concepts of Gastown



Art by: Lorraine Cortes

Thunderdome: Modelled, UVed, and Textured
Canyon: Modelled, UVed, and Textured
Jumbotron: Textured



CREDITS

Produced by Grant Dunford

ART

Christian Wright: Lead
Akihla: 2D and Concept Art
Caitlin Morales: Concept Art
Chris Hutton: 3D Models
Elyjah Butler: 3D Models

Joshua Tang: Concept Art and 3D Models

Justin N. Reyes: 3D Models and UVs

Kat Underhill: Character and Concept Art

Lauren Hahn: UI and Concept Art

Lorraine Cortes: Environment Art

Rama Chris Bit: Did like 3 things

AUDIO

Christian Wright: Lead

Cassidy Robideaux: Sound Engineering

D'angelo Raquedan: Mixing

Joshua Gonzales: Song Composition

DESIGN

Rama Chris Bit: Lead; Fine Tuning

Angel Ramirez: Level Population

Chris Hutton: Layout

Daniel Hoelzel: Layout

Joshua Mariscal: White Boxing

DESIGN cont'd

Justin n. Reyes: White Boxing

Kat Underhill: Input/ideas

Kate Law: Input/ideas

Kathryn Enriquez: Layout

ENGINEERING

Brain Hoem: LEAD

Kate Law: Multiplayer system

Terrance Usher: Bear Trap and Mine
Implementation, Stat Upgrade UI, Landing Boost,
Car Collision Item Randomization

Scott Hawley: Racing Systems

Alexa Hernandez: Weapon select, Radar ,
Targeting Lock-on, Help Button, UI, Refrigerator
Weapon

Kham-Shem Toure: Weapons and Pick-up System

Daniel Hoelzel: Homing Missile, Flame Thrower,
Controller Menu Navigation

Kathryn Enriquez: Health Bar UI

WRITING

Kat Underhill: Lead

Christian Wright: Input/ideas