**BlockRunner**

**GAME DESIGN DOCUMENT**

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1. [**Game Overview**](https://docs.google.com/document/d/1Aj3g-XD5iIBNFzR__2iO-8iJafiMySFoXufT9pCjWBQ/edit?ts=5fb5fe9f#bookmark=id.qqhm7zs5mbag) ----------------------------------------- 3

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**Game Overview**

What is the Game About?

BlockRunner is a First-person action game where the player must find coins around the map to escape .

Game Theme

The theme of BlockRunner is Maze.

Game Genre

The genre of BlockRunner is Action Adventure.

Target Audience

The target audience for BlockRunner is Children and adults aged 10 and above.

**ART**

**Environments**

| **N.O** | **Name of Region**  **Platforms** | **Levels** | **Obstacles** |
| --- | --- | --- | --- |
| **1** |  | 3 |  |

**UI DESIGN**

The UI design should be simple and straightforward, the player should be able to tell health clearly and there should be a shop UI for the player to purchase ammo. The collectables should be below the players health as to allow the player to see clearly what the player has collected.

**DESIGN**

**LEVEL DESIGN**

| **N.O** | **Region** | **Objectives of the Level** | **Challenges of the Level** |
| --- | --- | --- | --- |
| **1** | Platform 1 | 1. Navigate through the level 2. Collect coins | 1. Maze 2. Platforms 3. Timer |

| **N.O** | **Region** | **Objectives of the Level** | **Challenges of the Level** |
| --- | --- | --- | --- |
| **2** | Platform 2 | 1. Navigate through the level 2. Collect coins | 1. Maze 2. Timer |

| **N.O** | **Region** | **Objectives of the Level** | **Challenges of the Level** |
| --- | --- | --- | --- |
| **3** | Platform 3 | 1. Navigate through the level 2. Collect Coins | 1. Maze 2. Platforms 3. Timer |

**SOUND DESIGN**

**Sound Effects**

* Player walking sound
* Player sprinting sound
* Player jumping sound

**PROGRAMMING**

**GAME SYSTEMS**

The game will be a first-person maze runner, the player has to navigate through the maze and collect coins. Players with the fastest time to finish the game wins

**GAME MECHANICS**

WASD - movement

Hold shift - move faster

Space - Jump

**Project plan**

**SCHEDULE OF GAME PRODUCTION (7 WEEKS)**

| WEEK | Things to be Start On | Things to be Completed |
| --- | --- | --- |
| Week 1 | GDD | GDD |
| Week 2 | Game Development, Modelling | 2 Scripts, 2 Models |
| Week 3 | Game Development, Modelling | 2 Scripts, 2 Models |

**WorkFlow**

**WeiHeng- Designed GameScene,GDD,Code,TestCase**

**Lloyd-Designed GameScene,GDD,Code,TestCase**

**REFERENCES**

<https://assetstore.unity.com/packages/2d/textures-materials/floors/hand-painted-grass-texture-78552>

<https://assetstore.unity.com/packages/3d/vegetation/trees/realistic-tree-pack-vol-1-50418>

<https://assetstore.unity.com/packages/3d/props/exterior/mobile-wooden-fences-54772>

<https://assetstore.unity.com/packages/2d/textures-materials/wood/stylized-wood-texture-153499>

**Contributions**

**WeiHeng- Designed GameScene,GDD,Code,TestCase,Presentation,**

**Lloyd-Designed GameScene,GDD,Code,TestCase,Presentation,Gameplay Video**