VastSK8 (Game Design Document)

## Idea

Genre : Runner / Platformer

Rule: Can't stop running

Setting : Distance future

Type: 2D

ColorPalette: <https://coolors.co/ffa9e7-ff84e8-7f2ccb-414361-2a2d43>

## 

## Character Ideas

Block, (too simple)

Human (too hard)

Skateboard (my top choice right now)

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# Requirements

Game Design Document (this)

10 custom scripts

10 custom sprites

Replay Factor

Creativity

Originality

Senario/Applied Script to the game

Script/Plot

First Gameplay

Title

Technical Proficiency

Level design

Overall effectiveness

**DUE JAN 27TH**

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# Day 1

I thought of the idea and created a name for it,

# Day 2

Made the color palette using [coolors.co](https://coolors.co/) and thought of ideas for charecter, I then made sprites

skateboard using [Piskelapp.com](https://www.piskelapp.com/) ****

City using [Piskelapp.com](https://www.piskelapp.com/)

Pebble using [Piskelapp.com](https://www.piskelapp.com/)

# Day 3

The City I made on Day 2 was not long enough to be an actually level so i am going to have to make it longer for the level to be challenging

Made Github Repo for Unity Game <https://github.com/AntikyLmao/VastSk8>

Made a google doc for the plot

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