CSoT - GameDev GDD

Cube Slide

Arnav Choudhary

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1 Core Concept and Themes

Core Concept

Cube Slide is a fast-paced, endless-runner style arcade game where the player controls a cube sliding left and right to avoid incoming obstacles. The objective is to survive as long as possible while accumulating a high score.

Themes

- Simplicity and focus

- Reflex and timing

- Minimalism and clean aesthetics

2 Gameplay Mechanics

- **Controls**:

  - Tap Left/Right of screen.
  - Arrow keys or A/D on Web

- **Movement**: The cube moves forward automatically; players can slide between obstacles.

- **Obstacles**: Static barriers, possibly moving walls or gaps.

- **Progression**: Speed increases gradually, with randomized obstacle patterns.

- **Scoring**: Based on survival time or distance, optional bonus for near-misses.

3 Basic Narrative Elements

- **Setting**: A virtual test world designed for reflex training.

- **Goal**: Survive and achieve high scores.

- **Narrative Focus**: Minimal, with emphasis on arcade-style gameplay.

4 2D or 3D Approach

Approach: 3D with a minimalistic third-person or top-down camera perspective to enhance immersion and clarity.

5 Visual Style

- **Style**: Minimalist low-poly 3D environment with flat colors or gradients.

- **Color Palette**: Monochrome base with high contrast; optional unlockable themes (e.g., Neon, Space).

- **UI**: Clean, bold fonts with central score display, responsive to mobile and desktop platforms.

- **Effects**: Particle effects, trail effects on movement, soft lighting.

6 Minimum Viable Product (MVP) Features

1. Cube movement with lane switching.

2. Procedural obstacle generation with increasing difficulty.

3. Collision detection and game over system.

4. Scoring system based on time/distance.

5. Simple UI: Start menu, score display, restart functionality.

6. Sound effects and background music.

7. Touch controls for Android, keyboard support for Web.

8. Cross-platform build for Web (HTML5) and Android (APK).

Contact: am1241182@iitd.ac.in
Prepared by: Arnav Choudhary