



# Crystal Run

A Game By Naomi Kendall



# Elevator Pitch

*“Revive and restore this corrupt world back  
to its former glory, one crystal at a time”*

# Setting & Story

- ❖ Set in the far future in the year 3040
- ❖ Outer Space, Post Apocalyptic, Fantasy Planets
- ❖ Exploration of the universe & travelling on a spaceship
- ❖ Player is playing a Fennec Fox like fantasy creature



His name is  
Feenix

# Overview

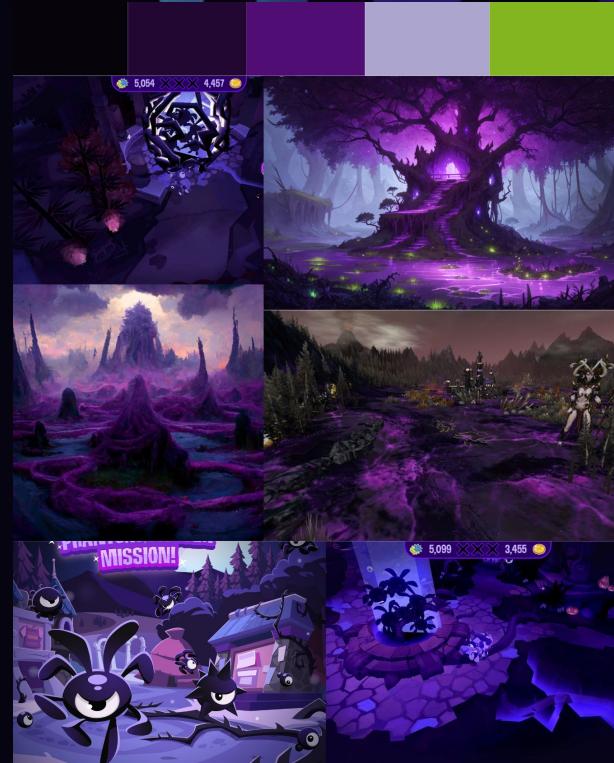
Official Name	Crystal Run (Name Pending)
Genre	Fantasy, Action-Adventure, Platformer
Theme/Mood	Corruption, Crystals, Healing & Revival
Point of View	Third Person
Age Rating	9+
Target Audience	Kids/Teens
Platforms	PC/Mobile
Players	Single-Player

“  
*Immerse!*  
*Explore!*  
*Collect & Return!*  
*Revive!*  
“



# Theme & Art Style

- ❖ Low Poly stylised 3D painted art style
- ❖ Luscious Fantasy Nature Environments
- ❖ Flat shading over detailed textures
- ❖ Corrupted State vs Revived State



# Core Mechanics

- ❖ Movement
- ❖ Collectible Crystals
- ❖ Delivery Hotspots
- ❖ Hazards
- ❖ Player Health



# Core Mechanics

## Movement:

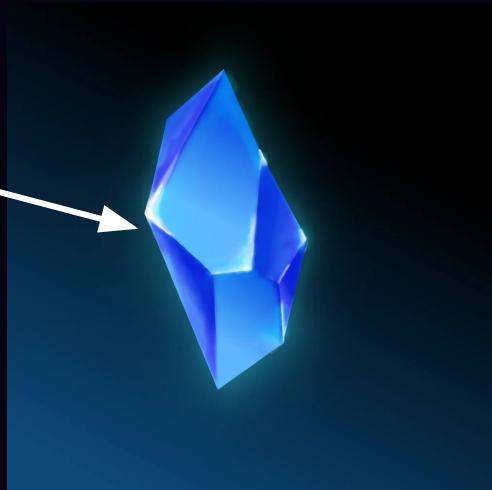
- ❖ Walk
- ❖ Sprint
- ❖ Jump
- ❖ Double Jump
- ❖ Crouch
- ❖ Melee Attack



# Core Mechanics

## Collectible Crystals - Type 1:

Crystal Shards

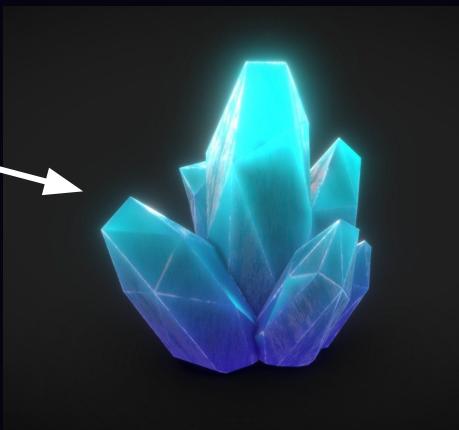


- ❖ Scattered throughout the world
- ❖ Obtain by running into it
- ❖ Contains energy and healing properties

# Core Mechanics

## Collectible Crystals - Type 2:

Crystal Growths



- ❖ Contain a bundle of crystal shards within
- ❖ Melee attack this 3 times to break it open

# Core Mechanics

## Delivery Hotspot:

- ❖ Found in each level
- ❖ Requires collected crystals to heal it
- ❖ Revives environment surrounding it when healed

Must heal ALL of these to complete the level!



Etha Scar

# Core Mechanics

## Reviver Pump:

Crystal  
Energy



- ❖ Is a special device you carry
- ❖ Shove this into an Etha Scar to heal it!
- ❖ Converts collected crystals into crystal energy liquid

# Core Mechanics

## Hazard - Type 1:

Hazard  
Environment/  
Nature



Toxic Waste  
Liquid

# Core Mechanics

## Hazard - Type 2:

- ❖ Wildlife of the planet that have been corrupted
- ❖ Corrupted beyond recognition
- ❖ Are dangerous to touch/be near

Corrupted  
Creatures



# Core Mechanics

## Player Health - Lives:

- ❖ Player starts with 3 lives
- ❖ Losing all 3 lives is game over and level restarts from the beginning
- ❖ Losing a life will lose some of your collected crystals too

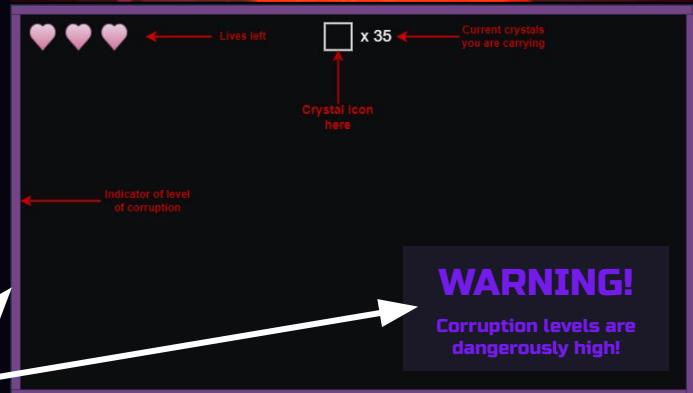


# Core Mechanics

## Player Health - Corruption:

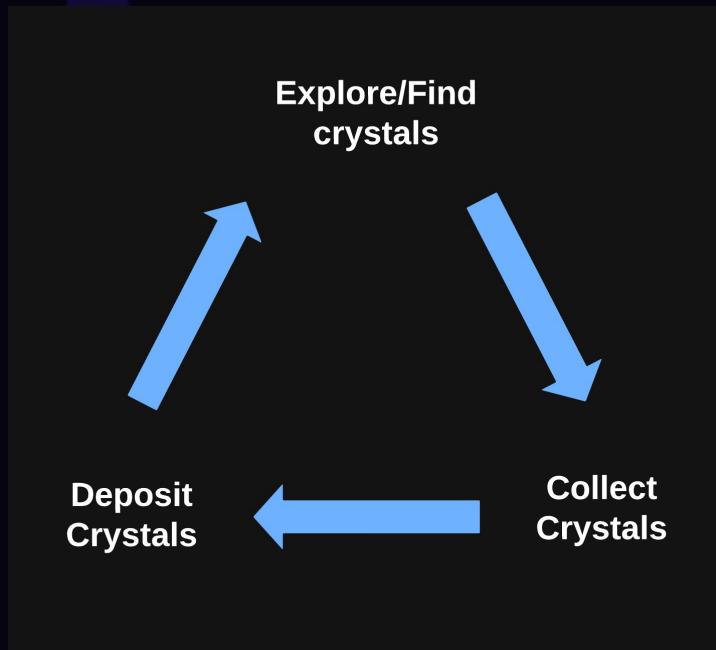
- ❖ Staying near/touching corrupted hazards or areas will increase corruption
- ❖ If corruption levels are too high it will start taking your lives
- ❖ Can be reversed by reviving Etha Scars

Looks like this



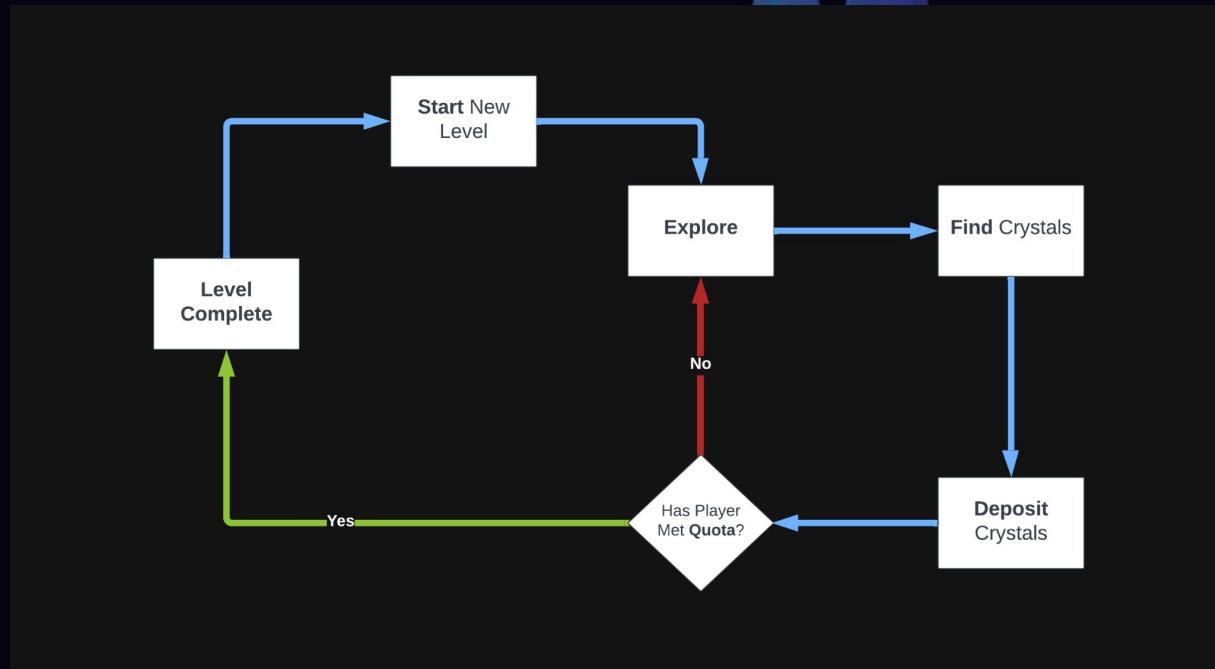
Corruption  
Indicator/  
Warning

# Gameplay Loops



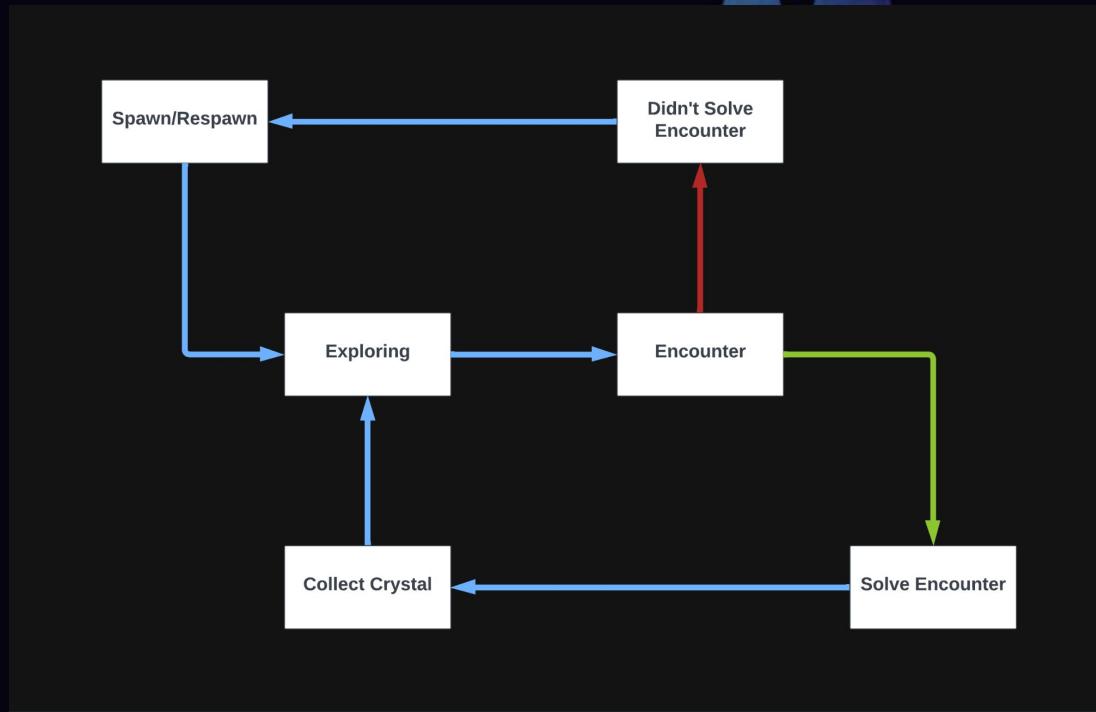
# Gameplay Loops

## Core Level Loop

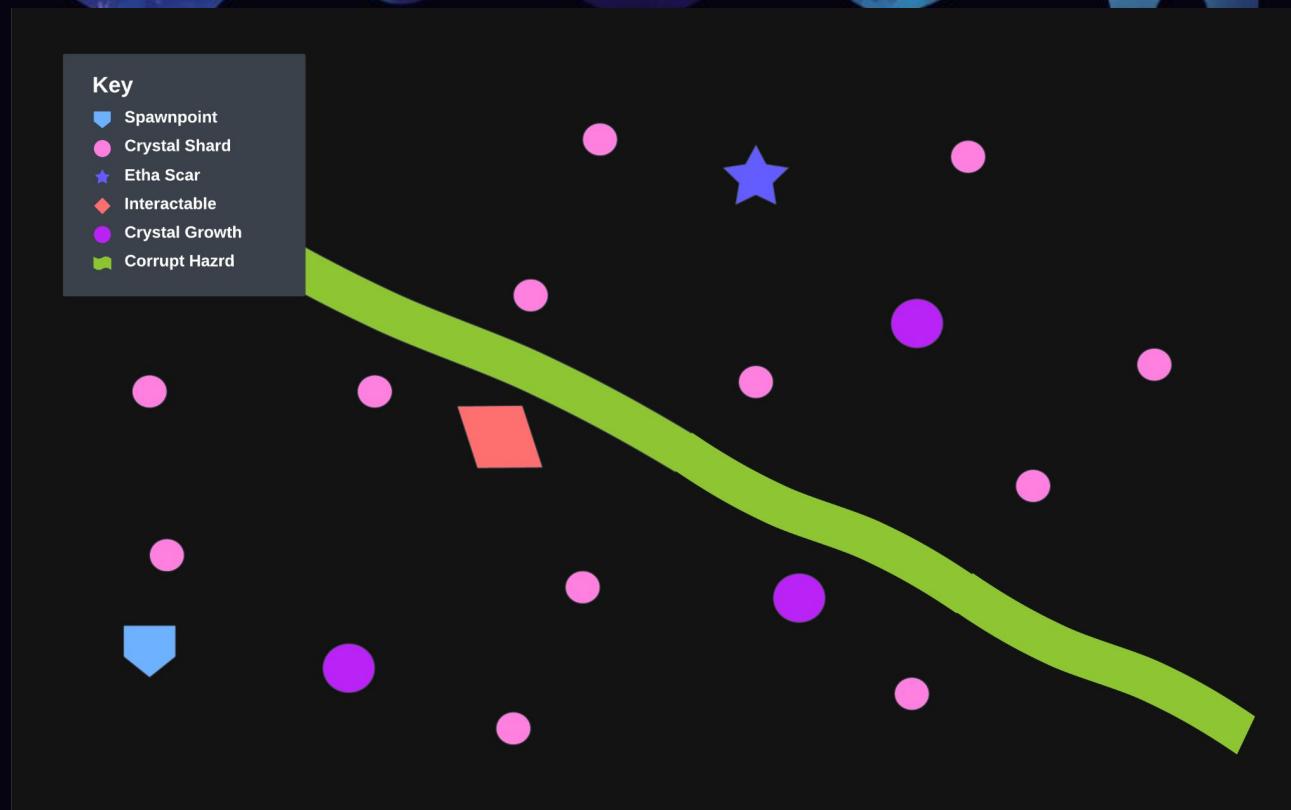


# Gameplay Loops

## Encounter Loop



# Example Level Map Top-Down



# Aesthetic

*Evokes sense of...*

Fantasy



Sensation



Discovery



# User Interface

- ❖ Futuristic Space Themed UI
- ❖ Transparent & Neon Blue Coloured
- ❖ Very simple, few buttons & easily understood



# User Interface

## Heads-Up-Display



# Controls

## Keyboard

WASD to Move

Esc pull up  
Pause Menu

Hold Shift to Sprint

Hold Ctrl to  
Crouch

Spacebar to  
Jump/Double Jump

E to Interact

Left Click to  
Melee Attack

Move Mouse to  
Move Camera



# Controls

## Mobile

Tap on screen to Interact/Melee



Swipe down on screen to crouch

Jump/Double Jump button

# Prototype Method

- ❖ UE5 greyBox prototyping to test mechanics
- ❖ Paper for maps, level designs, overall layout, concept art...



# *Unique Selling Point*

- ❖ Environmentally Responsive Revival Aesthetic & Gameplay
- ❖ Immersive fantasy story & setting that sparks the imagination
- ❖ Collecting with a purpose



# *Target Audience*

- ❖ Kids & Teens Aged 12-16
- ❖ Primarily Females
- ❖ Casual Gamers
- ❖ Art & Aesthetic experience oriented players
- ❖ People who like to play as animals



# Target Audience

Example:  
*The Casual Gamer*



Name: Mia

Gender: Female

Age: 16

Occupation: Student & Maccas Burger Flipper

## Likes:

- ★ *Cozy/Relaxing games*
- ★ *Atmospheric/Pretty Art*
- ★ *Games that are easy to pick up and understand, but still offer challenge*
- ★ *Games she can show off to her friends at school*
- ★ *Boba*

## Dislikes:

- ★ *Complex mechanics to learn*
- ★ *Frustrating challenges*
- ★ *Gore & Heavy Violence*
- ★ *Scary games*

# Competitive Analysis



AnimalJamWorld.com

# Technical Limitations

- ❖ Unreal Engine
- ❖ Optimisation for Potato Computers
- ❖ A Lot of Environmental Art Assets Needed
- ❖ Time Constraints for Completion





# Questions?