Game Design Document (GDD V1)

Game Title: Donut Dash

1. Game Overview

In Donut Dash, you play as a donut called Sprink, who is trying to escape the messy kitchen. You can jump easily, pick up sprinkles along the way, and face funny hazards such as forks, rolling pins, and hot stoves. You should run as far as you can, collecting sprinkles and avoiding the dangers along the way.

2. Gameplay Mechanics

Automatic movement for the character

You can jump by tapping or pressing the SPACE key.

Double tap to perform a double jump.

Stay clear of any obstacles and gather the **sprinklers**.

The score goes up as you travel farther and collect items.

3. Controls

Pressing SPACEBAR or tapping the screen will allow your character to jump or double jump.

4. Art Style

The design features bright and colorful cartoons with bakery themes. The animation of **the** Donut character is fun and lively.

5. Audio

Cheerful music played in the background

Noises for the different types of jumps, items to collect and dangers

6. Level Design

At Level 1, players face slow-moving hazards and must simply jump from the counter. Players learn the importance of timing while collecting items.

7. Power-Ups (Future Addition)

Glaze Shield: You can't take damage for a short period.

Sugar Rush: increases your speed and doubles the points you get

8. Target Audience

People of any age appreciate cute and speedy, endless running games.