

# Game Design Document (GDD V1)

## Game Title: Donut Dash

### 1. Game Overview

Donut Dash is a 2D infinite runner game where players control a donut character named Sprink trying to escape a chaotic kitchen. The game features simple jump mechanics, collectible sprinkles, and humorous hazards like forks, rolling pins, and hot stoves. The goal is to run as far as possible while collecting sprinkles and avoiding hazards.

### 2. Gameplay Mechanics

- Auto-running character
- Tap or press SPACE to jump
- Double tap for double jump
- Avoid obstacles and collect sprinkles
- Score increases based on distance and collectibles

### 3. Controls

SPACEBAR or Screen Tap - Jump / Double Jump

### 4. Art Style

Bright, colorful cartoon style with bakery-themed elements.

### 5. Audio

- Upbeat background music
- Sound effects for jumps, item collection, and hazards

### 6. Level Design

Kitchen counter with platforms, gaps, and hazards. Easy intro to game mechanics.

### 7. Power-Ups (Future Addition)

- Glaze Shield: Temporary invincibility
- Sugar Rush: Boost speed and double points

### 8. Target Audience

Casual gamers of all ages who enjoy cute and simple gameplay.