Weird chase game

ITCS4230 Game Project – Game Design Document

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ITCS4230-080

Game Overview

1. Game Concept:
   1. This is a prototype of a game that resembles a “Monster Chase” game – Players have to navigate through platforms, collect coins, and reach the finish pole while being chased by a monster.
2. Genre: 2D Platformer
3. Target Audience: Everyone/Players who want a simple 2D Platformer game.
4. Look and Feel: Pixel Graphics

Gameplay and Mechanics

1. Gameplay:
   1. Game Progression: Players to collect as much coin as possible while being chased by a monster.
   2. Challenge Structure: Collecting all coins and reaching goal as quickly as possible.
   3. Objective: Reaching the goal at the very right side of the map.
2. Mechanics:
   1. Physics: Simple 2D with gravity.
   2. Movement: Moving Left, Right, and Jumping.
   3. Objects: Coin and Goal Pole, both interacted by colliding/touching them.
   4. Action: A&D Keys/Left&Right Arrow Keys for moving left and right. Space Bar for jumping.
   5. Combat: Player would lose 1HP be knocked back by the monster if it reaches them. Game over if player falls off the platforms or HP reaches 0.
   6. Screen Flow: Title Screen and Gameplay Screen.

Settings, Levels, Technical

1. Story, Settings and characters:
   1. Story and Narrative: No story yet.
   2. Game world: Only 1 level, no world settings yet.
   3. Characters: A simple 2D character.
2. Level:
   1. Level: One level only.
   2. Training Level: N/A
3. Technical:
   1. Target Hardware: PC on any hardware.
   2. Development:
      1. Hardware: PC
      2. Software: Unity Game Engine
   3. Network requirements: Not required.

Game Art

1. Style: 2D Pixels
2. Assets: Using game assets from Unity Assets Store:
   1. [Simple 2D Platformer Assets Pack](https://assetstore.unity.com/packages/2d/characters/simple-2d-platformer-assets-pack-188518)
      1. Coin Sprites



* + 1. Enemy Sprites

A pixelated green animal

Description automatically generated

* + 1. Character Sprites

A pixel art of a cartoon character

Description automatically generated

* + 1. Goal Pole Sprites



* 1. [Sunny Land](https://assetstore.unity.com/packages/2d/characters/sunny-land-103349)
     1. HP UI Sprites (Cherries)



* + 1. Platform Sprites

A pixelated image of a green grass

Description automatically generated

* + 1. Background Music