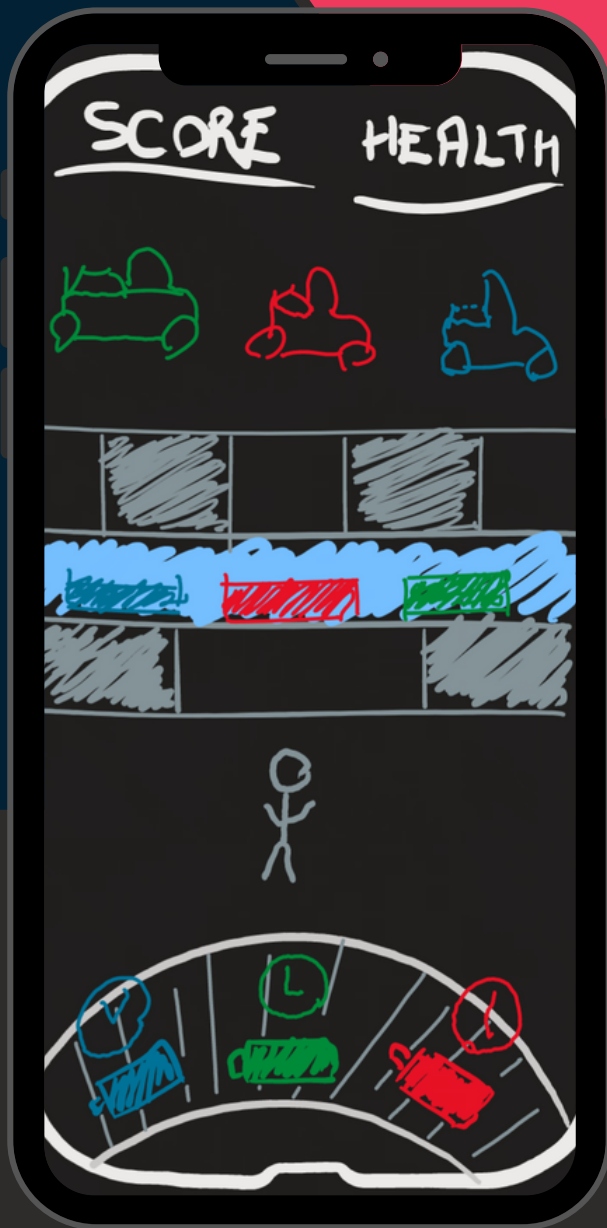# LUGGAGE RUN

PASSENGERS ARE WAITING!

Game Design Document

ELEVATOR PITCH

Deliver all of the luggages on time by considering the time and the traps with the color of your current luggage.

SUMMARY OF THE GAME

The main purpose of the game is delivering the luggages from the conveyor belt to cargo trucks. It is a high score game. The challenge of the game derives from color-based platform. The main idea is passing these color-based 'Crossy-Road' platform by considering the current luggage color.

GAMEPLAY & MECHANIC

The game is basically built on stacking and passing through the platform. It is a joystick based game. The difficulty of the game is built on moving color-based platform elements and limited time.

INPUT

Joystick

GAME REFERENCES

https://apps.apple.com/tr/app/crossy-road/id924373886

https://apps.apple.com/tr/app/conveyor-belt/id1482015144

PROGRESSION

The game is getting difficult with the reducing delivery time for each luggage. While crossing the platform, there are some bonuses to collect and earn speed and extra time.
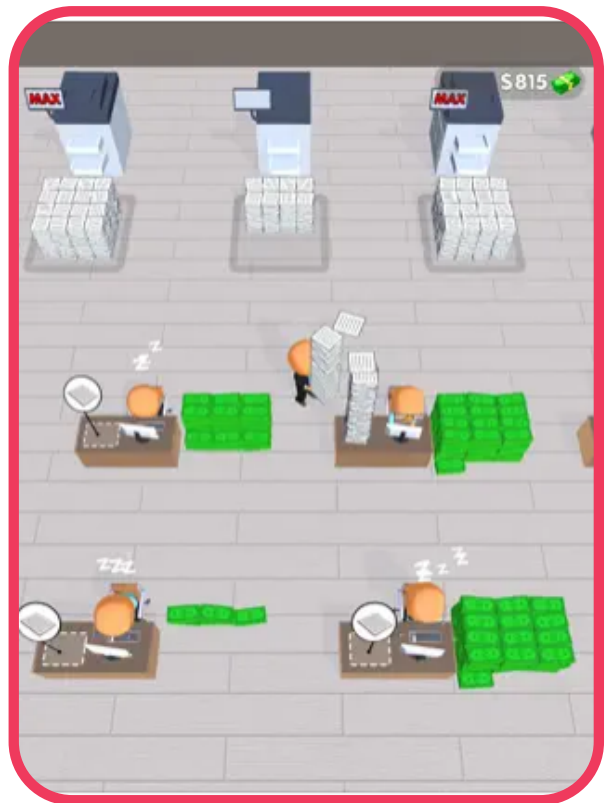
KEY POINTS

The main satisfaction of the game is about the combining the color matching elements with the limited time and moving platform mechanics.

ART REFERENCES
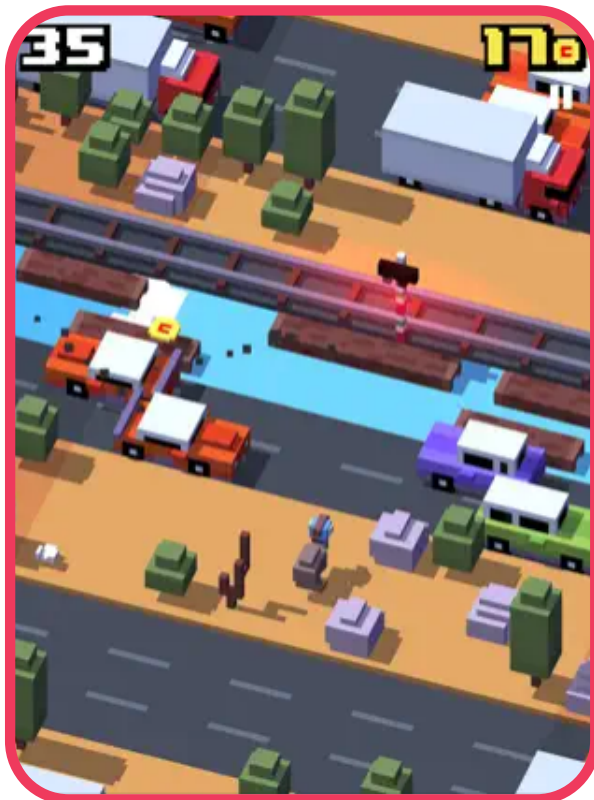
CAMERA REFERENCES

ASSET DESIGN IDEAS