Game Design

Game Mechanics

You run… and you jump.
Avoidable enemies are present. Can be stationary, moving back and forth. Cause death
obstacles - lava, pits (spikes), walls, = jump into, fall into or run into
power ups - speed, short term invulnerability = PICK UP and single use
score increases the further the player runs.

Level start:
tells you to run.
run speed set to 1.
jump introduced, and explored slightly.

stage 2
obstacles (walls and enemies), examples of run into and jump into mechanic
speed begins to multiply based upon distance travelled - disregarded due to the intrinsic scaling
difficulty achieved through the level design and implementation of power ups.

stage 3
power ups; examples of power ups with text?
MENUs. (checking gameState switching)

stage 4
checking, play testing, refining, tweaking, funnerising.

CORE GAME PLAY
seemingly infinite runner.
you run… and you jump.
It gets harder and faster until you die.

GAME FLOW

player automatically progresses from left ro right at a base speed of 1. Player can slow down or speed up independent of the camera's movement.

begins to utilise the "jump" mechanic to avoid easy obstacles.

Enemies and power ups are introduced one at a time with an short use/example for the players benefit.

the speed simply multiplies by the distance travelled and can be affected by the various power ups collected OR later purchased.

CHARACTERS

The Skeleton - must run and jump away from the oncoming… bad things. The skeleton is controlled by the player and utilises hovering platforms, and magical power-ups to avoid oncoming dangers such as lava, spikes and enemies.

Enemies -

Imps - Patrol small portions of the world and kill the skeleton with their spears on contact.

Bats - flying enemies that kill the skeleton on contact.

Level

GAME PLAY ELEMENTS

power ups

- speed boost
- shield ???
- score multiplier
- pogo stick
- slo mo
- continuous jumping
- Less gravity

GAME PHYSICS and STATISTICS

collisions - simply, if the player collides with potential dangers such as enemies, lava or spikes; kills the player and ends the game

player movement/jumping - simple collision detection of the player so he can run along the platforms. Player can stop running or run faster by use of the left/right arrow keys.

camera movement - the camera moves to the right at a constant speed which scrolls through the level. Should the player stop, the camera would keep moving and when the player goes off of the left of the screen, he dies. When the player is moving faster than the camera either by use of the right arrow key, the camera's speed increases to match the player's speed.

speed

AI

enemies - AI
- pathfinding(?)
- reactions
- triggers
- target selection(?)
- collision with PLAYER or PLAYERs OBJECT

MULTIPLAYER

n/a = hotseat
HIGH SCORE record

USER INTERFACE

Splash screen
Highscore/deaths screen
minimal, simply a Score display in the top right corner.

FUNCTIONAL REQUIREMENTS

Player movement with left/right arrow keys.
Space bar used to make player jump
Space bar used in menu screens.
Possible implementation of mouse clicking in menus?

ART and VISUAL

player spritesheet
enemies spritesheets
platforms tileset
obstacles additional tileset
power up images
text
background image

OVERALL GOALS

theme - skeleton, castle, dead, 16bit, creepy, medieval, dark, dreary, lava

2D ART & ANIMATION

    GUI
    Splash screen and menu design

    Terrain
    Tileset for level.=

Game Play Elements
Player spritesheet (include idle, run, jump, death etc.)
Enemy spritesheets
Powerups
Traps/ obstacles
Special Effects
Particle systems (maybe fire, footprints, player/enemy death explosions....)
Player's power-up effects

SOUND EFFECTS

Jumping, powerups (beginning and end, death sound.
Background sound - running and/or music.

jump
run
enemy cue
death sound - overall and/or type dependent
buff sounds - single instance or continuous - power down sound
menu click options(?)

MUSIC
Splash screen music?

STORY
n/a - simple 2D continuous scrolling platformer
why the player is running?
why are there enemies?
why is there lava?
(maybe)