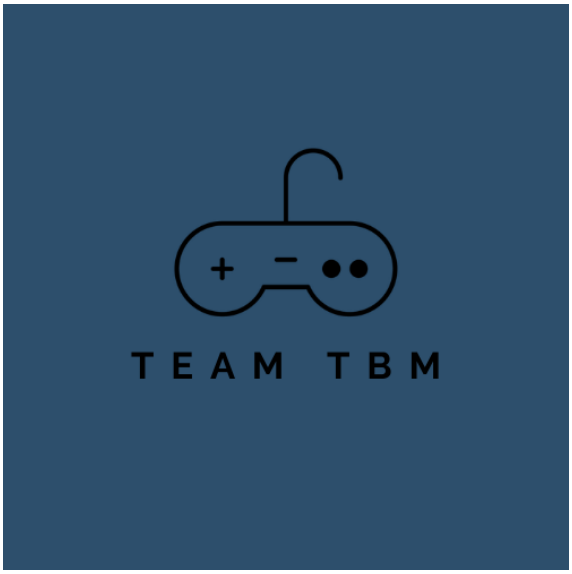

TEAM TBM
Sky Rat

Game Design Document

Version #1.0

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Version History

GitHub Link: https://github.com/Blair-White/MobileFinal_Platformer

I. Game Overview

You are a pigeon trying to escape from a hawk. It is an "endless" runner game, so there will be no win scenario. Instead of literally being endless, the game level will be around a large looped track, giving the feel of endlessness without the pain of procedural generation. Speed will increase as time goes on.

II. Game Play Mechanics

3D endless runner like Temple Run or Subway Surfers where player will run trying to avoid obstacles and collecting as many points as they can.

III. Game Dynamics

The winning strategy is to play a lot until one learns to stay calm while playing, much like in games such as Flappy Bird

IV. Game Aesthetics

Our audio aesthetic is jolly pigeon country & western. Our visual aesthetic is low-poly voxel art.

V. Camera

Third Person point of view while looking at the player's back.

VI. Controls

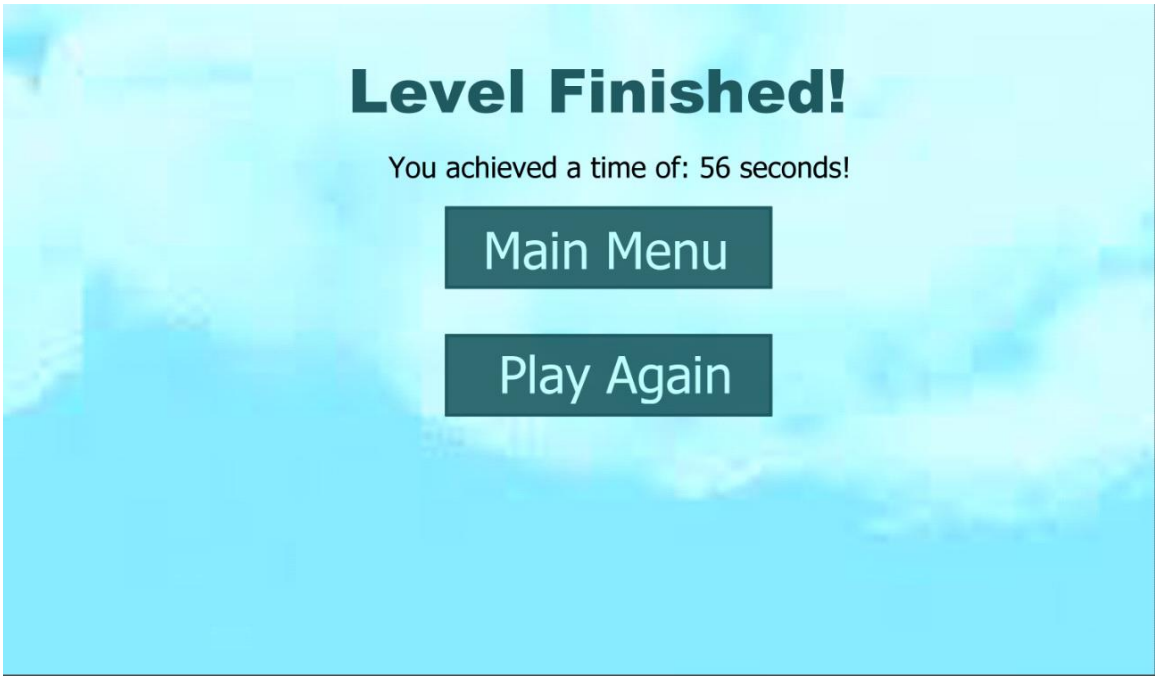
Player can swipe left/right to change the direction and swipe up and down to jump or slide/duck.

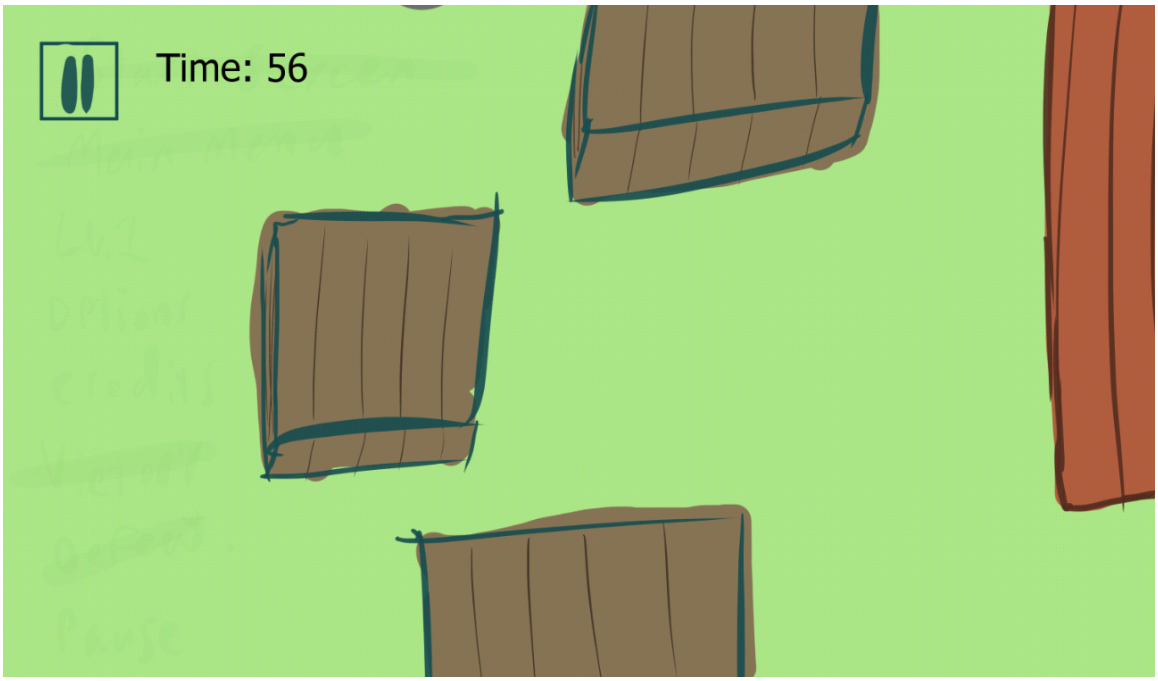
VII. Saving and Loading

As it is an endless runner there will not be any checkpoints to save player stats. Nevertheless, when the player dies they can save their score if it is a high score.

VIII. Interface Sketch

Sky Rat
Press to Start


Level Finished!
You achieved a time of: 56 seconds!
Main Menu
Play Again



IX. Menu and Screen Descriptions

The Main Menu (Picture 1) is a simple layout where the player taps anywhere on the screen to begin playing the game. This is to help with missclicks that can often occur using mobile controls. The Options button (bottom left) and the Credits button (bottom right) are small buttons, as it's often less likely for a player to want to visit either. The Level screens have minimal UI blocking the player's vision of upcoming obstacles, with

the pause button and timer in the top left corner. The Level Complete screen is a relaxing blue to help deal with the frustration that can often come from infinite runners.

X. Game World

The game will take place on a farm environment. Here are some mood-setting inspiration images:

https://www.turbosquid.com/3d-models/3d-model-voxel-farming-1292081

https://store.steampowered.com/tags/vn/Voxel/

https://www.shutterstock.com/image-photo/scene-small-country-farm-western-montana-1171621711

https://www.etsy.com/sg-en/listing/615628556/country-farm-limited-edition-art-print

XI. Levels

Single level on a farm.

XII. Game Progression

Game speed will increase as the game progresses which will make it harder for them to survive. Points will also go up, allowing for the player to get high scores for a dopamine hit.

XIII. Characters

Player avatar is a pigeon. Pigeon will be animated with 3D Movement for running and jumping. As none of us are concept artists, I have included a picture of a pigeon.

XIV. Enemies

There will be some NPC as an obstacle which the player will need to avoid in-game. Determination of enemy type to be made upon acquisition of appropriate assets!

XV. Items

There will be obstacles in the level from which player has to jump or duck to pass and continue progressing. There will be hazardous pickups which the player should avoid: poison that can damage the player or make the game go faster.

XVI. Abilities

Run left/right, jump, and duck.

XVII. Script

There will be no need for voice lines as the player avatar is a pigeon.

XVIII. Scoring

As the player runs, the score will increase. There will also be pickup items that can increase the score.

XIX. Cheat Codes

God-mod available for the dev. purposes. (Unlimited Life)

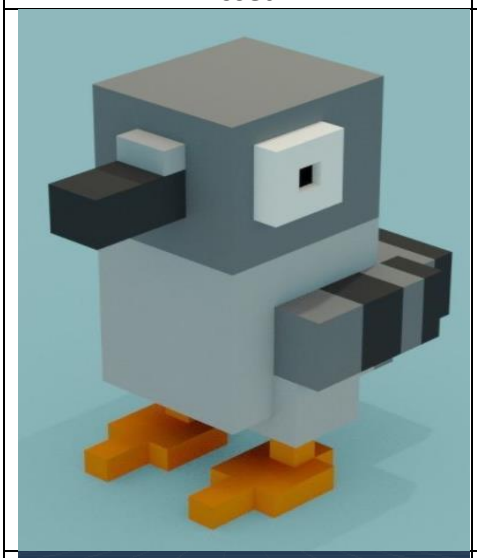
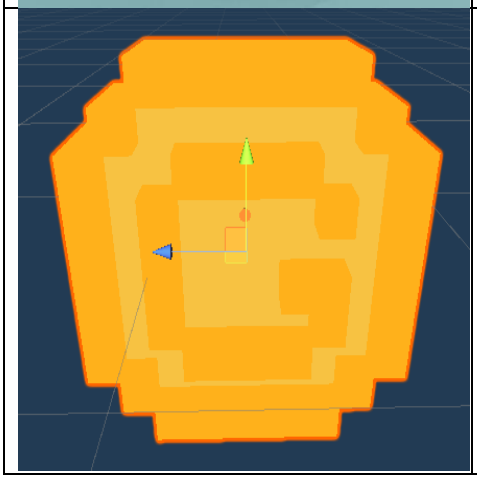
XX. Sound Index

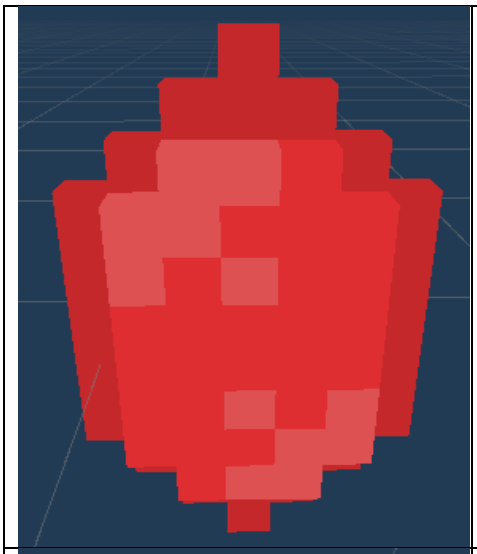
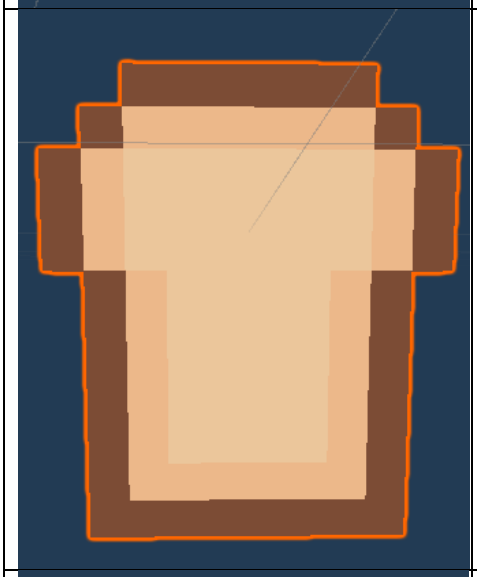
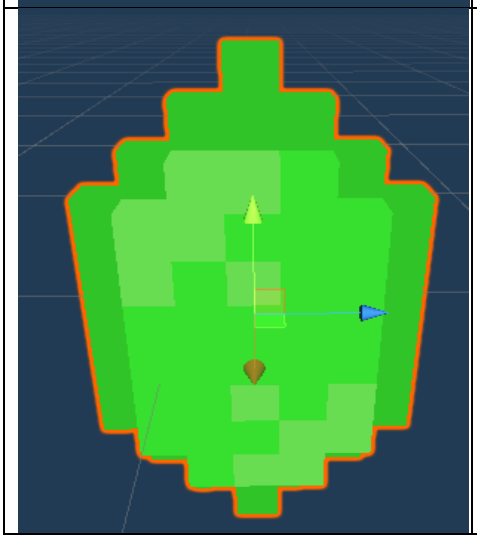
Pigeon noises.
Wind noises.
Original sound fx (and possibly music as a nice-to-have).

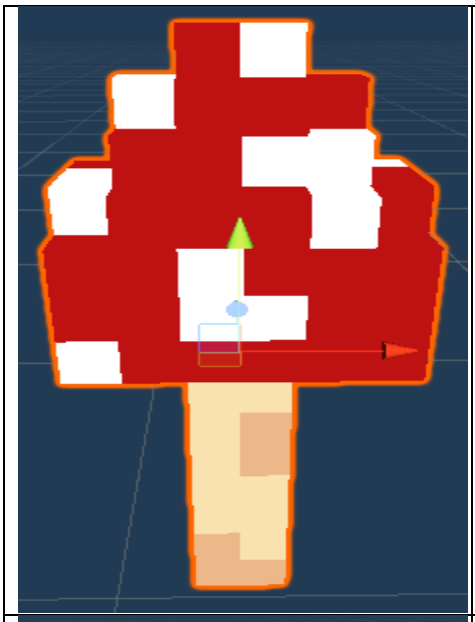
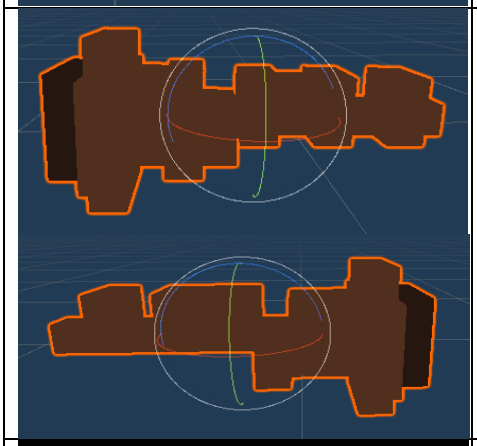
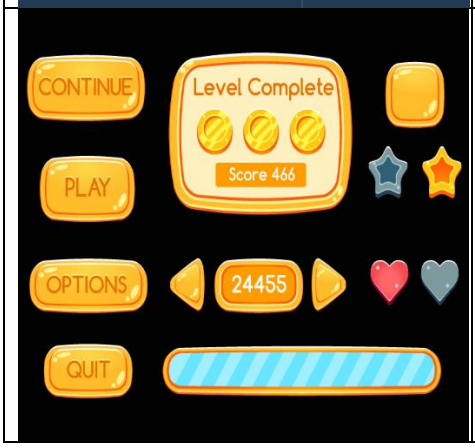
XXI. Story Index

Pigeon Bob was just surfing around in the farm when a hawk tries to attack. Now he must run to save his life!

XXII. Art / Multimedia Index

Asset	Use for	Format	Source (Creator)	Acquired From
	Main Character	Fbx	https://www.cgtrader.com/workingfortheweekend	https://www.cgtrader.com/
	Coin	Fbx	https://poxelgames.itch.io/	https://itch.io/

	Power up: Slow down	Fbx	https://poxelgames.itch.io/	https://itch.io/
	Power up: Immunity	Fbx	https://poxelgames.itch.io/	https://itch.io/
	Trap: Speed up	Fbx	https://poxelgames.itch.io/	https://itch.io/

	Trap: Damage health	Fbx	https://poxelgames.itch.io/	https://itch.io/
	Trap: Push player to other planes	Fbx	https://poxelgames.itch.io/	https://itch.io/
	UI Asset	Png	https://www.creativegameassets.com/	https://itch.io/

	Background Asset	Fbx	https://www.suriyun.com/	https://assetstore.unity.com/

XXIII. Design Notes

Game starts -> Option for (Play, Instruction, Exit Game) ->
Play Game ➔ Pause/Play Menu ➔ (Main menu, Resume, Exit)
Instruction ➔ Display Game play Instructions.
Exit ➔ Exit the Game.

XXIV. Future Features

Pickups for increasing/decreasing health.
Pickups for slowing down the speed of the game.