**Neon Knight**

**Game Design** **Document**

Current Web Build

(4/13/2014)

<http://iam.colum.edu/students/christina.dattomo/neonknight/neonknight.html>

Prototype Link

(1/28/2014)

<http://www.iam.colum.edu/students/Cary.jasinski/BlockRunner/>

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# Features/Premise

**Team**: Cary Jasinski, Christina D'Attomo, Jack Bransky, Jaekob Smiley, Max Sandler

**Premise:** 2D Side Scrolling Runner/Puzzler

“Play as Neon Knight in a platformer where you control the platforms!”

**Platform:** Mobile

**Similar Titles:** Bit.Trip Runner, Run Princess Run!

**Features:**

* Swipe based movement to interact with platforms
* Player automatically runs from left to right and jumps at trigger points
* Levels that span vertically as well as horizontally
* Minute or half-minute based levels
* Simplistic, strong visual cues
* Black and neon palette

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Gameplay

**Mechanics:** The player will move automatically towards the right, jumping at triggers. The player will be responsible for swiping platforms into the correct positions in order to free pathways.

**Updated Values:**

|  |  |  |
| --- | --- | --- |
| **Character** | **Gravity** | **Camera** |
| **Max Power: 4** | **Scale: 2.2** | **Size: 6.9** |
| **Power: 60 Jump: 10** | **Angular Drag: 0** | **Orthographic** |

**Collectibles**: Each level will be filled with objects for the player to collect which will in turn raise their score. Collectibles will come in two varieties, large and small, which will be worth a higher and lower amount of points, respectively.

- The Player will pick up collectables by tapping or sliding over them with their finger, similar to collecting starbits in Super Mario Galaxy.

**Obstacles:**

Blocks: Movable level pieces that obstruct the player's way. Blocks can be moved through Touch and Drag controls.

-Horizontal: Can only be moved on the x axis (Left and Right)

-Vertical: Can only be moved on the y axis (Up and Down)

-Rotation: Can only be rotated 90 degrees (Pivot, Pos 1 and Pos 2)

**Winning**:

In order to advance through the game, players need to reach the end portal found within each level. Jumping into the portal will shoot them into the next level.

**Loss:**

Players begin with 5 lives, falling off of platforms and outside of level zones will cause them to lose a life. Once a player has lost all of their lives they’ll be sent back to the main menu in order to retry the game.

Art

**Art Style:** Block Runner will implement a very simple, but strong visual theme. Backgrounds will be black while level objects will have neon lines and moving animations to imply speed. All art will be 2D. The general idea is retro 80’s with bright pops of neon colors.

**Art Ideas (To Be Discussed):**

* Platforms that pulsate (dim to bright)
* Neon Knight with a fuller helmet (Similar to the back of this helm, not exactly the same though)
* Change the grid background color to pure black

**Color Codes:**

**Stationary platforms**: Neon Blue

**Movable Platforms** (Swipe): Hot Pink (For both horizontal and vertical)

**Rotatable** (Swipe): Hot Pink

Sound

**Sound Design:** Block Runner will feature an upbeat, exciting soundtrack accompanied by energetic, electronic sound effects. The sound should fit the overall “neon” /80’s aesthetic.

**Asset List:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Music** | **Interactions** | **Level** | **Gameplay** | **Gameplay Cont.** |
| Start(Theme Music) | Button Press |  | Jump | Portal/Gates |
| Level Select | Back Button | Level Music | Landing | Collectibles |
| Pause | Pause Button |  | Death | Platform Slide |

**Themes**:

* Future/Space
* Metal Armor (Knight)
* Electronic/Neon

**Summary:** Neon Knight continuously runs towards the right, jumping at edge “triggers” with no input from the player. Movable and rotation platforms will prevent Neon Knight from reaching the level's end portal, so the player must swipe and tap quickly in order to clear the way.

GUI

**Start Menu:** Links to Play Mode, Level Select, and Quit Game  
  
**Level Select:** Links to all the levels in the game. All levels are locked until the previous level has been completed.

**Pause Menu:**  Allows the player to pause the game while playing. Links to the **Start Menu** and Quit Game. The pause menu can be accessed through an options symbol in either the top left or the top right corner.