

Sprinter Cell

Developed and Publisher By:
DR Games

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Document History

Version	Date	Summary	Author(s)
0.0.1	25/3/2021	Initial Draft	Deniss Rezanovics

Document History

Game Summary

Target Platform(s)

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Game Summary

A quick summary of the game / high level big picture.

- Player needs to avoid and jump-over using gravity tool and other.
- Gravity tool allows to inverse gravity of the player.
- There will be projectile obstacles.
- The player will always sprint as he will be chased by agents from behind.
- 1st person camera parkour.
- Available tools such as portal, gravity gun.
- Obstacles such as higher curbs (while jumping from one house to another), moving platforms, collapsing platforms, poisonous liquid “Novichok” spilled
- To force player run their agent will chase him from behind.
- Potentially, there could be implemented multiplayer where one chases, and one runs away.

Target Platform(s)

- PC

Business Model

This will be a free to play game with video ads that player can choose to revive.

Game Overview/Concept Showcase

Theme / Setting / Genre



Core Gameplay Mechanics

- Inversing gravity
- Parkour
- Jumping
- Chasing player agents

- Currency system
- Constant sprinting
- Locomotion – WASD, slow walking with ALT

Story and Gameplay

Story

Script kiddie by name Rio has managed to hack Russian research lab of Prigozhin and steal secret weapons. But then he realized that he forgot to clean his tracks as agents approached. So, he panicked and accidentally clicked whole bunch of buttons on gravity tool and then he found one to activate it. While running away and mastering the cool gravity tool distorted universe revealed itself. Hero needs to fix what he caused and keep the ammo of course!

Core Gameplay

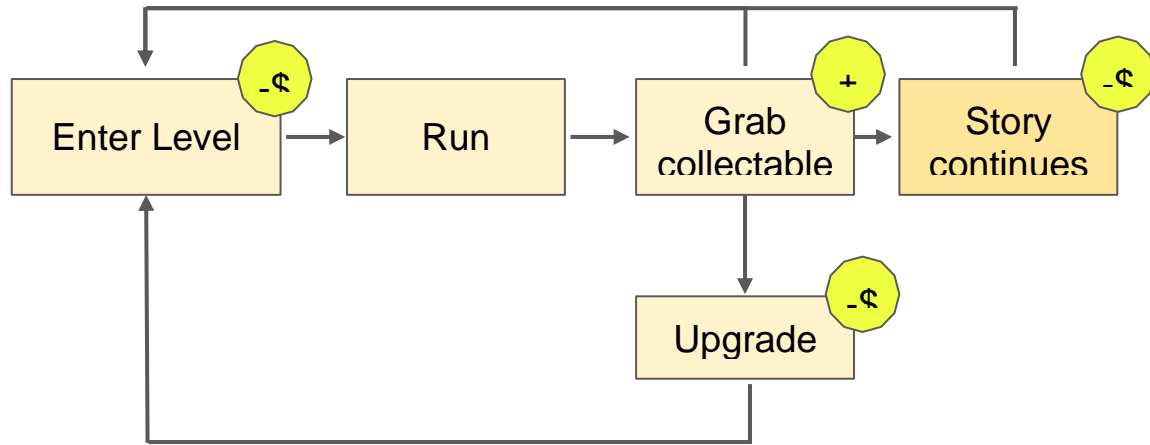
A description of the game 'loop.'

Controls:

- locomotion - WASD,
- gravity tool toggle – C
- Jump - spacebar
- Walk/slow down - ALT
- Pick up item - E

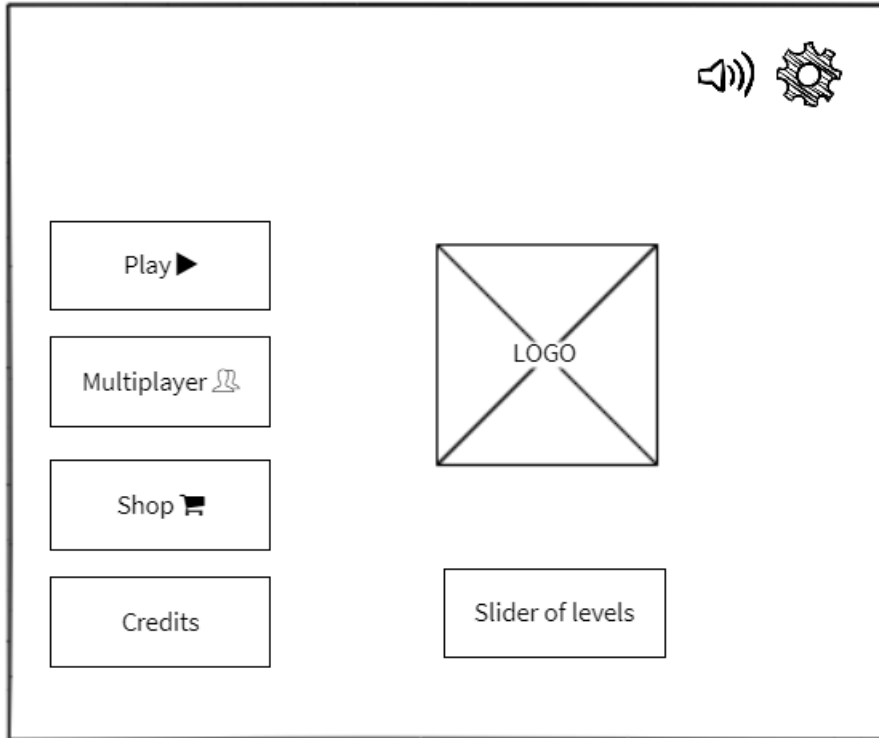
There also going to be coins, gems, money bags in the game to purchase items.

Essence of gaming experienc

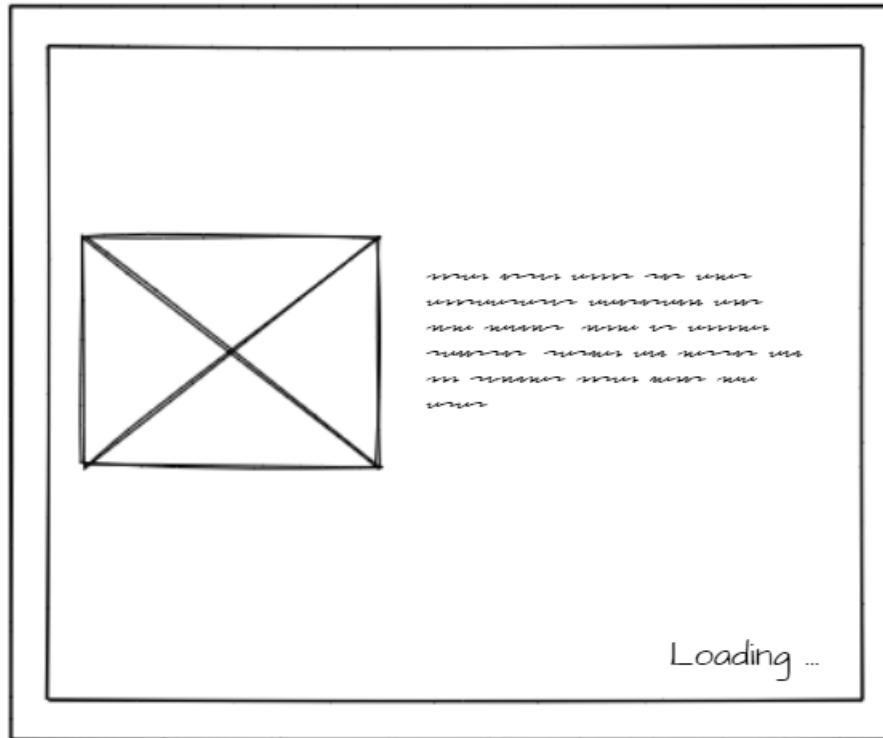


User Interface / Screens

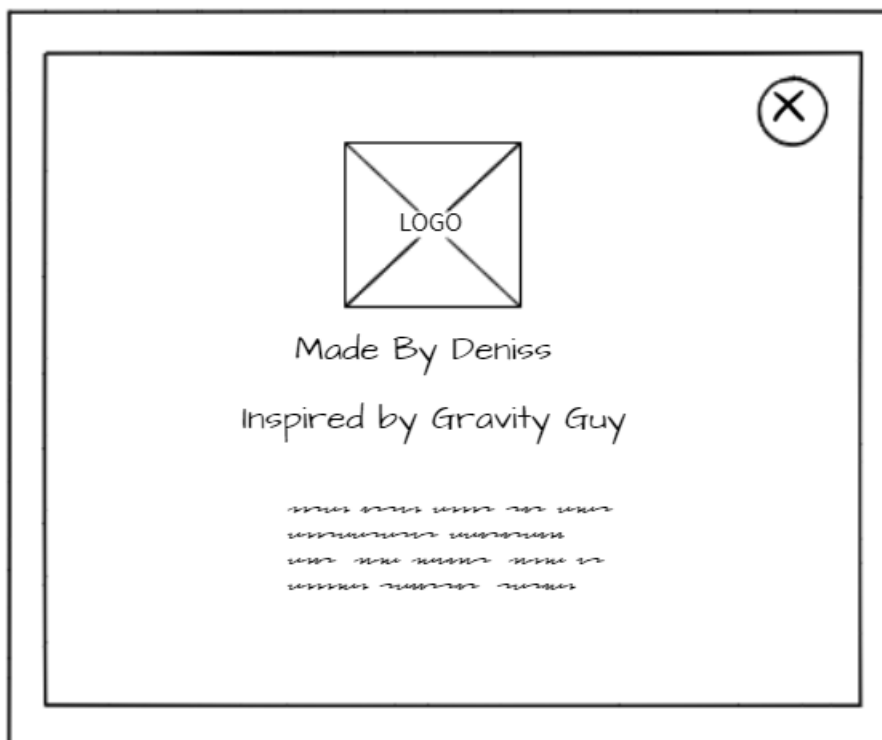
1. Main Menu



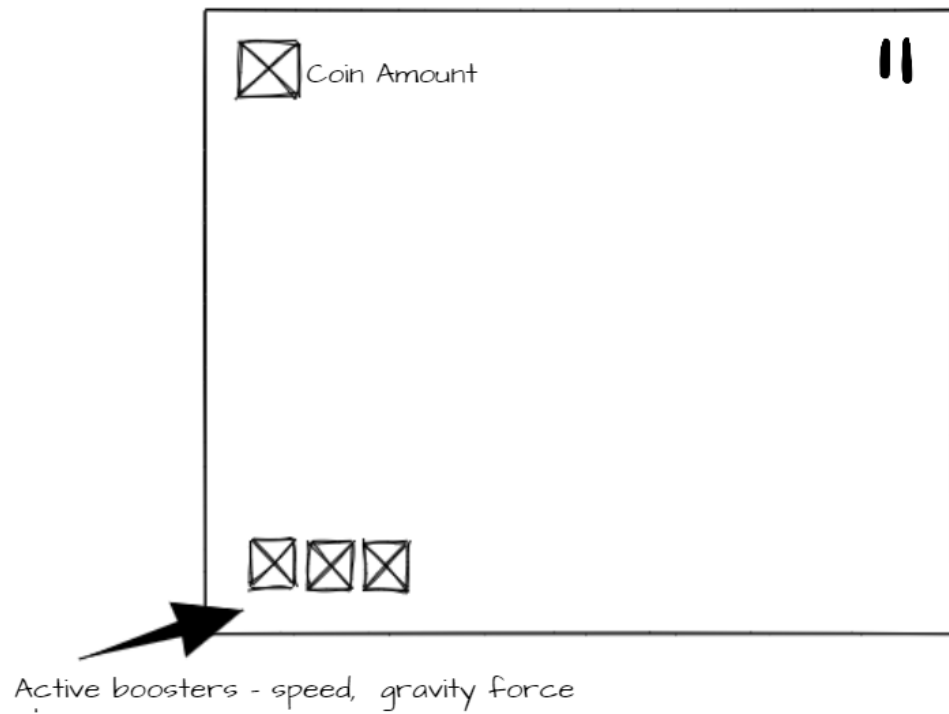
- Game Logo
Screenshot of main hero, not created yet.
- Loading Screen



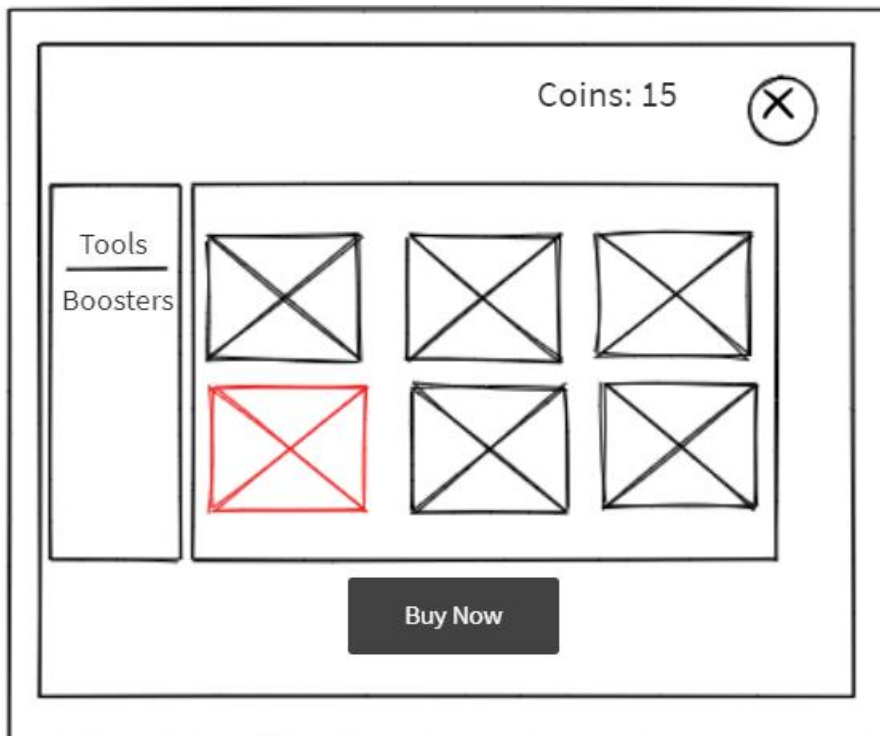
- "Credits"



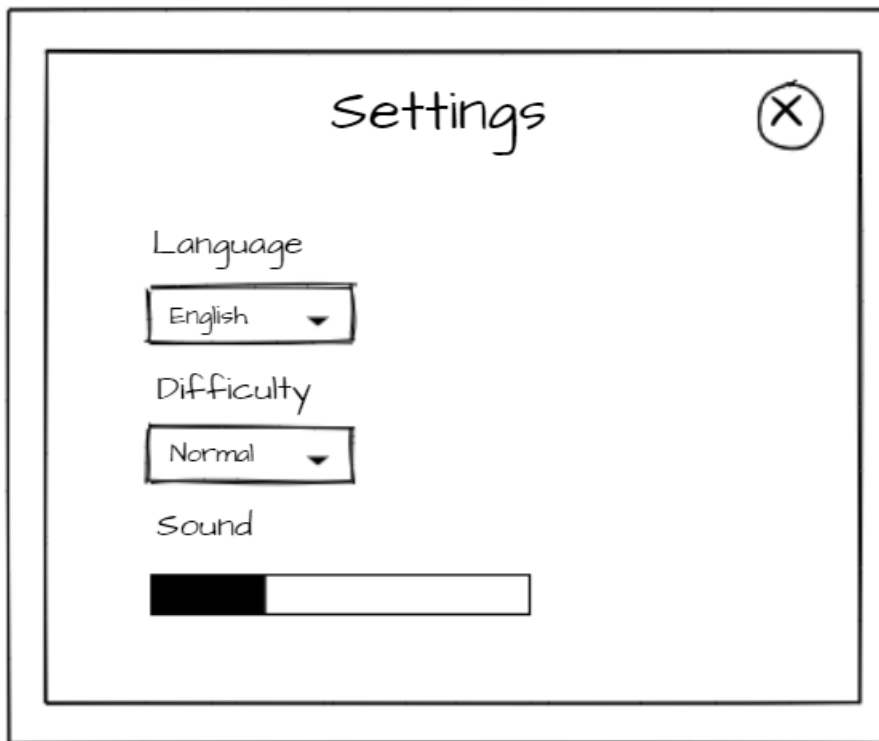
2. Gameplay Screen



3. Store



4. Settings Screen



Levels

- Training. Will consist of simple floating, moving platforms. Main aim is to show mechanics. Obstacles: rotating platforms, boxes.
- City. Action will happen in city, but player will be able to jump on specified houses(it will be seen intuitively). Throughout the level there will be 50 platforms with 2 check points. Obstacles: curbs, gap between houses, stacked boxes.
- ...

First Time Experience

Step by step.

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Details of how a new player learns your game.

First player gets spawned on platform and immediately starts running, then he sees gap and alongside sprayed on the wall hint to hold ALT to slow down and Spacebar to use gravity tool. As player completes the first level he will be familiar with game design clues/hints/mechanics . On the second level he starts running but he has agent on his back. If agent catches or player falls game restarts on the checkpoint. At some point player will have saved up money to buy new gadget which will be necessary to proceed.

Economy

+10 coins will be added if player watches the add.

- Info about the soft currency.
There are going to be ordinary coins which are going to be in abundance throughout the level. Rare coin which is equivalent of 100 of regular coins going to be in much less quantity. And money bag is equivalent of 50 coins.
- Info about everything you can 'buy' in the store or in the game:

Item	Position in Shop	Currency	Level Required	Shop Value in Premium Currency	Shop Value in \$
Booster	1	premium currency	2	70	0.47
3x Booster	2	premium currency	4	400	2.50

Booster	Coins	Tool	Coins
Red Bull	30	Feet Spring	200
Slow motion potion	20	Bubble	250
Antifier	30	Portal	350
...			

Asset List

- Art
 - Character model medium poly.
 - Gravity tool
 - Bubble
 - Portal
 - Red Bull
 - Slow motion potion
 - French cheese "Antifier"
 - Liquid "Novichok"
 - Syringe with Antidote
 - Building S

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- Building M
 - Building L
 - Box
 - Skybox
 - Surrounding city image texture.
 - Chest
 - Ordinary Coin
 - Rare Coin
 - Money Bag
- Environment Art
 - All Associated Animations
 - Jump
 - Idle
 - Slow Walk
 - Sprint
 - Double Jump
 - Float in air
- UI - Icons, Buttons, Pop Ups
 - Settings icon
 - Pause icon
 - Play icon
 - Sound icon