Whimsical Conception

Proto Game Design Doc

Skating Master

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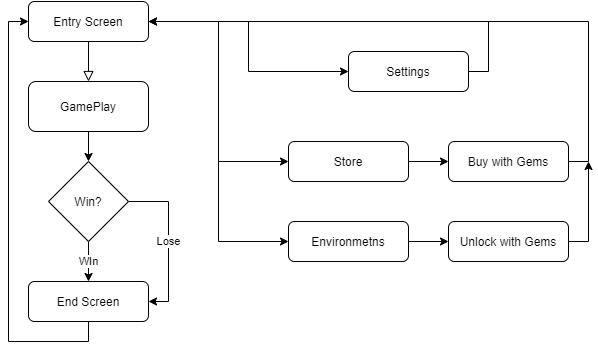
# Introduction

‘Skating Master’ is a game targeted towards casual mobile game users. The player will play as a skater racing lap after lap to new locations, earning coins and rewards along the way with upgradable and unlockable Items.

# Gameplay Design

Player will race with other racers in a straight curved road on a Lap basis. After every lap he will gain rewards and currency which he will use to unlock and upgrade his character abilities and buy new cosmetic items.

## Game Flow Diagram



## Control

Touch:

* Player goes forward straight by holding down on the touchscreen.

Touch Move:

* Player moves left by moving touch to Left and Right.

Tap:

* On Air tap performs Special Move that is picked up and gives bonus Gem.

## Mechanics

* Forward Movement – Player accelerates and moves forward and reaches top speed. When player stops touching the screen the player slows down and stops.
* Side Movement – Player moves right and left by moving touch finger to left and right. Can only move a certain amount of space left and right.
* Jump – Player Jumps by Going through a ramp.
* On Air Special Move – Player lifts his finger up and taps again to perform a special move on Air.
* On Fall Speed Boost – Player will earn a speed boost at fall from a jump.

## Obstacles

* Barricades – small obstacle that’s stops the player and ends game.

## Pick up Items

* Coins – Pickable from the Road.
* Special moves – Special move item will be available to be picked up from the road. and can be performed on Air.
* Gems – Earned by Doing Special Moves.

## Power Ups

* Speed Booster – Receives Speed Boost upon fall.

# Player Stats

## Score System

Player will earn a score in each frame of the gameplay. Possibly a leaderboard for google play and app store.

## Currency

* Coin –
  + Earning –
    - Pick up at Roads
  + Spending –
    - Power Upgrades
* Gems –
  + Earning –
    - Doing Special Moves
  + Spending –
    - Cosmetics
    - Map

## Acquirable Items

Acquired with Gems

* Skateboards
* Tops
* Bottoms
* Helmets
* Maps

## Upgradable

Acquired with Coins

* Speed Boost Time increaser.
* Coin Value multiplier.
* Gem Value multiplier.

# Art Design

## Theme

The game is for the hyper casual mobile game market. Graphics are vibrant with sunny light and soothing atmosphere. Beautiful Smooth Environment, Cartoonish character. Glow trails with vibrant colors.

## Art Assets

1. Game – Logo, Icon and some artwork for app store
2. Player Character – 3D player Character.
   1. Top – 5 Item texture.
   2. Bottom – 5 Item Texture.
   3. Skateboard – 10 Item Texture.
   4. Helmet – 5 Item Texture.
3. Environment – 3 environments 3D.
   1. Road – 1 Item with 3 Texture.
   2. Road Sides – 3 types of environment sets. (Will be downloaded from various sites)
   3. Obstacle – 1 Item with 3 Texture. (Or 3 Items if necessary)
   4. Ramp - 1 Item with 3 Texture. (Or 3 Items if necessary)
4. Pickable Items
   1. Coins
   2. Power Moves Pickup Items
   3. Speed Booster
5. Animations
   1. Player Animations
      1. Stand Balanced on Skateboard (Loop)
      2. Move Forward (Loop)
      3. Jump on Ramp Entry
      4. Midair (Loop)
      5. Fall Break from Jump
      6. Special Move (Midair Pose to do move to Midair pose)– 3 Items
      7. Standing Pose for Entry scene (Loop).
      8. Standing pose to Stand Balanced on Skateboard
      9. Stand Balanced on Skateboard to Standing Pose
      10. Winning celebration.

## UI

### Start Panel

This panel will start the game off. The background will hold the starting game play scene with the player in Idle animation loop. The player can interact with various buttons and when he taps the game scene the gameplay starts.

* Touch – To Start the game.
* Coin, Gem and Top Score information.
* GooglePlay/AppStore Button. (If possible)
* Settings Button – Enters Settings Panel.
* Map Button – Enters Map Selection Panel.
* 3 Upgrade Buttons – Each upgrade one upgrade option.
* Store Button – Enters scores panel.

### End Panel

This panel appears when the race is over. It shows the score of the player and Gem and Coins collected.

* Collect Button – To collect rewards and enters Start Panel Again.

### Settings Panel

Holds the Settings of the game.

* Sound On/Off Toggle
* Music On/Off Toggle
* Sensitivity Slider
* Vibration On/Off Toggle
* Back Button

### Map Selection Panel

Holds the Maps of the game. Player Unlocks with Gems and selects the map he wants to Play. It will show picture of the map (Scene view generation if possible)

* Left Right Button
* Select or Unlock Button
* Back Button

### Store Panel

Holds the unlockable items with Gems of the game. Will hold left right button o choose from top, bottom, skateboards, helmets etc. And unlock button at bottom. Items will be unlocked serially with more coins each time.

* Left Right Button.
* Unlock Serial Button.
* Back Button.
* Select buttons on top with items image.

## UI Assets

1. Player character –
   1. Top – 10 Item Picture.
   2. Bottom – 10 Item Picture.
   3. Skateboard – 10 Item Picture.
   4. Helmet – 10 Item Picture.
2. Environment –
   1. Map Images of each 3D environments. 10 Picture.
      1. Black and White 5
      2. Colorful 5
3. Various Panels and Buttons mentioned in UI

# Music & Sounds

Sound theme of the game is casual, techno, upbeat, hype mixture. Feeling of excitement and rush.

* Music
  + One core Loop Music
  + Small Win Music
  + Small lost music
  + Tap Button
* Sound
  + Jump Ramp (Player)
  + Jump Ramp (Skateboard)
  + Fall break (Player)
  + Fall break (Skateboard)
  + Wind woof for airtime.
  + Speed Boost effect.
  + Cheer at special move (variety if possible)

# Strategy

1. Develop the proto as fast as possible (Target within 1 month)
2. Create feature video as publishers request.
3. Pitch to publishers.
4. If publisher likes the game and recommends some work, we do it.
5. If they think it is testable, we prepare the game for add test run.
6. Test result will determine whether we test it again with changes or discard the project.
7. Discarded project will be published by us.

## Demographics

Game is for the mobile Hyper casual game market.

## Platform Targets

* IOS- Mobile/Tablet
* Android – Mobile/Tablet

# Conclusion

We are passionate about game making. The Basic Idea is to develop the game for hyper casual market and publishers. We are also determined to do the work for our portfolio.