

Block Runner

Game Design Document

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The Block Runner is a game that is the same type of game as the Temple Run mobile app. In the game the user runs across a two dimensional map with platforms, enemies and power ups. As the game runs the map will keep scrolling to the right of the screen. The users will continue to gain points for there score the farther they make it across the map. Every time the map's X off set mod 1200 is equal to 0 the maps scrolling speed will increase. The game ends if the user runs off the the left side of screen, the user falls off the maps when there Y position is equal to or greater than 550, or if the player hits an enemy.

Game Story

The story that the game uses is one that is introduce only in the beginning intro to the game. The story is a stick man that is in a competition to run as far as possible.

Game's Screens

The game is divide into four screen that are the start screen, live game screen, help screen, and game over screen. The start screen introduces the game, links to the help screen and starts the game. The help screen is divide in two types. One type explains everything in the game and the other is quick help sheet. The game over screen is the screen that player goes to when the game is over and it show the top score for the people that played it before.

The Player

The player object's basic image will be of a stick man. The object will be able to move in six direction. The object it self will be control using the keys W for up, S for duck, A for left,and D for right. The player object will be under the games own gravity and will be push to the left of the screen throughout the game.

Enemies

The game has three types of enemies but two of the types are the same with the only difference being the offset of there y position. One of the type of enemies is a rocket that fly across the screen to the left. The other type of enemy is one where it moves up and down crushing the enemy.

Power Ups

The game has four different types of powers that can be obtain throughout it. Each of the power ups

will have a time limit on how long they last but the time limit can be increased by getting more of the same type of power up. One type lets the player fly, another makes them invincible, the next one slows time down, and the last lets the player double jump.

Images Theme

The games running image theme is that everything in the game is a block shape with the exception of the player. The player will be an image of stick man that moves in the different directions. The background image will all be broken up into 50 by 50 tiles. The power ups and enemies in 25 by 25 pixels.

Credits

The images, programming and designing will be done by Mandip Sangha.

The sound effect and music will be obtained from soundbible.com/about.php and www.midiworld.com the exact links for them will be listed in the credit page