

GDD: [SKYLINERS]

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SUMMARY

ELEVATOR PITCH

[Set in a modern day world of bustling cities and booming businesses, Skyliners brings new life to one of the world's most treasured classics, filled with new quests and adventures]

DESCRIPTION

[This is a platform runner game where the player will run across the screen like Super Mario type of gameplay. The player will dodge obstacles along the way such as enemies in the way. There will also be power up items along the way to recover stamina. We want to aim the art direction to a more city like atmosphere instead of the trees and hills from Super Mario games. The goal of the game is to get the bird on the tallest skyscraper to grab the gem, but other enemies will be attacking on the way.]

- Engine: Unity
- Platform: [PC]
- Art Style: [2D]

FEATURES

- Player
 - Fly keypress – left click
 - Stamina
- Enemy
 - Objects that can kill player
 - Birds
 - Planes
 - Helicopters
- Score
 - Scoring system - gems
- Main Menu
- Pause Menu
- Game Over scene
- Win Screen

RESOURCES

ART

- Player - bird
- Enemy Birds
- Enemy Planes
- Enemy Helicopters
- Background for city
- Night Sky
- Skyscrapers buildings

SOUND

- Wings Sound
- Enemy Attack sound
- Background music