Game Design Document Autumn 2020

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# Overview

## Elevator Pitch/ High Concept

This game is a 2D platformer where the player must make it as far as possible without being hit by obstacles that will appear over time in the game.

## Theme, Setting and Genre

This game will be set in basic shapes bar the player to give it a minimalist setting as I feel it would suit this game. The walls will be green/red depending on the input of the player.

The player will be a colourful sprite to ensure that the player is easily seen.

## Player Experience Goals

This game is meant to be a relaxing game so the player should not feel any pressure playing this game. They should want to go further and further into the game, always trying to beat their high score.

## View

This game will have a side on view as it would be very difficult to do a top down platformer.

## Targeted Platforms

This game will be targeted for pc.

## Technical Requirements

This game requires that you use a browser on pc (preferably chrome for myself) .

# Gameplay

## The First Minute

After the start menu screen, the player will be greeted with the option to have a tutorial or just play the game.

1.a If the player accepts the tutorial the player will be able to practice jumping a lot so they get the feel for jumping before pressing the down button to start having obstacles move towards them.

1.b If the player skips the tutorial the first level will load the player onto the ground at the left side of the screen and the walls the player has to avoid will begin approaching the player from the right side. The player will continue this as their points go up.

## Game Progression

For this game the player will progress from a very basic tutorial to faster and faster jumps needing to be made over a period of time.

## Level Progression

Over the course of the game the obstacles will move towards the player faster thus making the game harder over time.

## Objectives/ Victory Conditions

In this game there is no real victory condition, however the objective for the player is to beat their own high score, as a result the player can set their own win condition by setting themselves a goal.

# Features

## Feature 1: Movement

In this game the obstacles will automatically be moving from the right to left across the screen towards the player. The player will be able to jump and will be able to jump over obstacles using the up arrow.

## Feature 2: Sound Effects

In this game there will be sound effects for when the player jumps over an obstacle. There will also be background music. (did not complete in time)

## Feature 3: Level

The level itself is endless but becomes more difficult over time due to the rate at which the blocks appear.

# Game World

## Game Geography

This game will take place in a minimalist setting so there is no real geography for this game.

# Levels

## Level Description

The level for this game will be very simple at the start with black and white with a few obstacles but later on the game will become more difficult.

# Interface

## Controls

If using a PC the player can control the player with the up arrow key, the up arrow key will be used for jumping. If the player is using a mobile device the player will be able to touch the screen to be able to make the player jump.

## In Game Overlays and Dialogues

This was not needed for this game.

## HUD

The HUD displays the score the player has based on the amount of obstacles the player has dodged and the distance the player has made it in the game.

## Screenflow

In this game the player can navigate between the main menu, the main game itself and the end game screen, in the main menu the player will have the option to change the colour of the player. At the end screen the player will have the option to restart the game or to return to the main menu.

## Control System

On PC the player will be using the arrow keys on the keyboard.

# AI

AI is not relevant for this game.

# Game Art and Audio

## Audio

I used freesound.org for the sound effect for the jumping and the duckling noises in this game. The background music will be from freesound.org also. (not implemented)

## Art Assets

### Items (in-game and icons)

I used google images to find the sprites that I used for this game.

### Level backgrounds/maps/environment textures

### Visual Effects

I used the sprite sheet for the player because I had to make it look like the player was moving.

### Particles

### For the particle effects I will be using them for when the player jumps to make it look like there is some dust on the ground as the player jumps.

(not implemented)

### 

### Controls screen/menu

The controls will appear as buttons on the phone will appear on the bottom left and bottom right of the phone. For the menus they will also be touch input to activate.

# Server

The server will display when the game starts and the continuous score progression of the player.