Elemental Runner

Game Design Document

# Introduction

In our Elemental (has 2 out of 4 elements), the blocks (consisting of 4 elements) encountered will be dealt with using their own strengths and combinations as players strive to continue on their path in Endless Runner game.

# Concept

## Overview

* **Genre:** Endless Runner
* **Target audience:**
  + **Age:** All
  + **Gender:** All
* **Monetization:** Freemium, with in-game micro-transactions
* **Platforms & system requirements:**
  + Android
  + Windows

## Theme and setting

Player controls a wizard with one element on each arm in the game. They select these arm elements from the four main elements. There are endless rows of elemental blocks ahead of the player. To clear these blocks from their path and proceed, players utilize the elemental spells on their arms. Each elemental block interacts uniquely with other elements, becoming neutralized and removed from the path. This way, the player continues on their journey.

# Story

At the moment, there is no existing storyline. In the later stages of the project, the addition of cinematics and a background story to the game is being considered.

# Gameplay