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

Wizard:

* He has 2 hands, and one hand is the dominant hand
* He uses different spells in both of his hands.
* The spell in his dominant hand being the primary one.

Blocks:

* There are 4 elements: Fire, Air, Water, Earth.
* It can interact with the wizard's elements.

Interactions: diyagram, çizgi, yazı tipi, metin içeren bir resim

Açıklama otomatik olarak oluşturuldu

* Air and Earth, Water and Fire are opposing elements. Therefore, they can directly interact with each other.
* Interaction with neighboring elements requires the use of 2 elements. The primary element acts as the pivot. The secondary element takes precedence behind the primary element's neighbor, whereas in front of it, the primary takes precedence.
* If the primary and secondary elements are adjacent, then when interacting with each other, the other should be used first.

**Interactions Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Elemantal/ Blocks | FIRE | AIR | EARTH | WATER |
| FIRE AND AIR | AIR, FIRE | FIRE, AIR | AIR | FIRE |
| FIRE AND EARTH | EARTH, FIRE | EARTH | FIRE, EARTH | FIRE |
| FIRE AND WATER | WATER | WATER, FIRE | FIRE, WATER | FIRE |
| AIR AND EARTH | AIR, EARTH | EARTH | AIR | EARTH, AIR |
| AIR AND WATER | WATER | WATER, AIR | AIR | AIR, WATER |
| EARTH AND WATER | WATER | EARTH | WATER, EARTH | EARTH, WATER |
| AIR AND FIRE | AIR, FIRE | FIRE, AIR | AIR | FIRE |
| EARTH AND FIRE | EARTH, FIRE | EARTH | FIRE,EARTH | FIRE |
| WATER AND FIRE | WATER | WATER, FIRE | FIRE, WATER | FIRE |
| EARTH AND AIR | AIR, EARTH | EARTH | AIR | EARTH AIR |
| WATER AND AIR | WATER | WATER, AIR | AIR | AIR, WATER |
| WATER AND EARTH | WATER | EARTH | WATER, EARTH | EARTH, WATER |