**[ Project Risen ]**

**Game Design Document**

**Game Concept**

Parallex scrolling game where you have to avoid obstacles and enemies by moving left and right in-between 5 lanes. Collision with obstacles and monsters will either push you down the screen or kill you. The goal is to reach the end of the level without being pushed out of the screen or without dying.

At the end of every chapter, you play through a **Chase Level** where you have to dodge attacks and obstacles from a **Boss** monster while chasing after it. If you manage to reach the end of the level, you will unlock the **Boss Level** where you fight the **Boss** monster of the level by dodging its attacks and collecting powerups to damage it.

**Target Platform**

Android/iOS

**Game Mechanics**

* Swipe left/right to move
* Collect coins by picking them up or completing levels
* Game over if player is pushed off the level or dies to enemies/spiked obstacles
* Multiple levels – Completing a level unlocks the next level
* Completing a chase level unlocks the boss fight, and defeating the boss grants access to new chapters
* Enemies are either static (fixed in lane) or moving (left & right)
* Two types of levels – Ground levels and Flying levels (Different player animations and models for each)

Swipe left or right to move one lane in that direction. Movement between lanes is not instantaneous and takes time. Moving multiple times in one direction build up travel speed, while moving in the opposite of the travel direction resets the travel speed and moves you instantly in that direction.

**Assets**

* Models: Player, Enemies, Obstacles, Power-ups
* Art: 2D Sprites (Level Select) (Boss/Character Art) (Backgrounds)
* Textures/Shaders: Based on level design, fantasy elements
* Audio: BGM, Skills, Power-ups, Player, Enemies, Collision, Shop
* UI: Fantasy/Adventure

**Game Interface**

**Controls**

Detailed control schemes.

Requirements:

* Detect swipe directions (left, right, up).
* Move in swipe direction over a set period of time in milli-seconds, (e.g. 200ms)
* Consistent movement over various screen sizes.