Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE DESIGN DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.

DO NOT LEAVE ANY OF THE RED DIRECTION TEXT IN YOUR SUBMITTED DOCUMENT. ONCE YOU HAVE COMPLETED A SECTION, YOU SHOULD REMOVE THE CORRESPONDING DIRECTIONS, INCLUDING THESE PARAGRAPHS.]

Game Director: Caden Ferencz

Tech Lead: Gavin Cooper

Art Lead: Anna Vlaseko

Sound Design Lead: Pratyush Kore

Game Overview

High Concept (Elevator Pitch)

[A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

In this game you are are human who is trying to survive the robot uprising. As you try to stay alive, you must roller blade across the top of buildings. The game is very hut beat, funky, and colorful.

Game Summary

[Summarize the game you are going to be creating here. It gives context for the sections that will be coming up.]

This is an endless runner where you are trying to skate as far as possible without dying. Along the way there will be diffrent robots that will try and kill you. Some robots you will need to dodge and some you can kill. You will aslo need to make sure you jump between buildings. Your character will be able to speed up some to move around or you can speed up the entire game to the game harder.

Gameplay

First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

When the game starts you will see your character who is skating on rooftops in a city. There will be drones flying at you that you will need to dodge. They player will have to quickly jump or slide to avoid the drones.

Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

When the game startsthe player will dodge drones coming at them. Soon after, they will relize they need to jump from they building they are on, onto a building infont of them.

Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

There is no dirrect win condition, the goal is to run as far as you can. Over time you goal will to be to beat you last score. There are lots of ways you can die though.

Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

This game is ment audience is children and young adults, it a more up beat game that young people will like. It will be rated E for everyone.

Online Docs:

Game Design Programming Taks List:  
<https://bsd405-my.sharepoint.com/:x:/g/personal/s-cooperg_bsd405_org/EffGddD5YvpIhzG9WDkJCRoBhoEo9oF04TRinEbJ4tZuRQ?e=ZhDhV5>

Game Production Schedule:  
<https://bsd405-my.sharepoint.com/:x:/g/personal/s-ferenczc_bsd405_org/ESc08aE2d_VHjD6N4z-cTtoByp4m13Z_xAPN8lb7fTpA8g?e=26dfI4>