

**Sri Lanka Institute of Information Technology**

**BSc in Information Technology**

**(Specialization in Interactive Media)**

**Game Design Document**

Games Technology Project 2015

Year 3 – Semester 1

Safety Run

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a. Themes

i. Mood

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a. Sounds Needed

b. Music Needed

**2. Story**

Player running safety in the game point in time

**3. Game Design**

a. Summary

The main purpose of this game is running safety the game point and complete the level.

b. Gameplay

After enter the game player can play the game. Then the player run safety about player dismiss the boxes and balls. If the player can’t run to game point player can used healthy packs. Healthy packs player can collect them. If the player complete the level he/she move to next level. After 3 levels are completed player win the game.

c. Mindset

This game is very help full for children and younger generation, to develop their speed of gaming controls and entertaining.

**4. Technical**

a. Screens

1. Title Screen

a. New game b. Continue c. Best score

2. Game

3. End Credits

b. Controls

|  |  |
| --- | --- |
| Move left  Move right | left arrow keys  right arrow keys |
| Exit | Esc |
| Pause  Jump | space  up arrow key |

**5. Level Design**

a. Themes

i Mood

Music on /off

ii. Objects

Player character, box , barriers ,balls

iii. Challenge

 running the game point in the time

 Have to complete the level to reach next level

b. Game Flow.

1. Click start.

2. The player can complete the game after play 3 level.

**6. Sounds/Music**

a. Sounds Needed

1. Effects

a. Game over sound.

b. Level completed sound.

c. click sound

d. Get coins and healthy pack sound

b. Music Needed

1. Normal music play with background