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Santa's Christmas Run

Game Design Document

TEAM_CK

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5. **Future: Monetization(?)**

- Player plays a 2D character in

  a 2D world

- Player will be able to

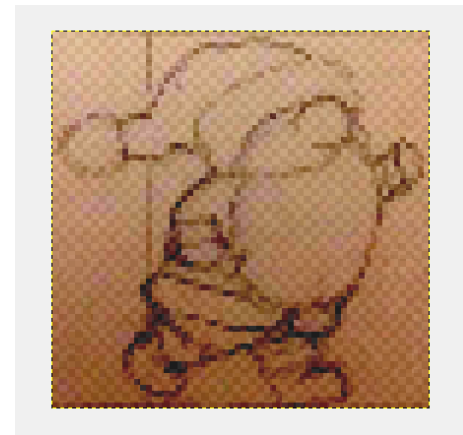 - collect items

  - gain points

  - future: kill enemies?

- Player will achieve a highscore

- Map will be generated procedural, more about this later ..
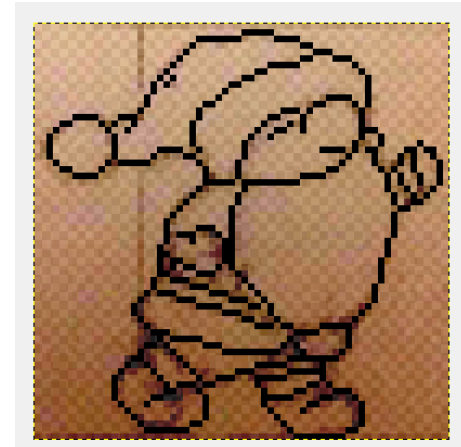
our main focus

- 25th of december

- Santa Claus delivered all the presents

- Someone steals all the presents

- Santa needs to find them

1. imagine your item

2. draw and scan it

3. load it into a new image

   and reduce opacity

4. draw the outlines

5. paint the sprite with

   fitting colors

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- playable character: Santa Claus

- starting as a simple classic santa

- future: maybe spend collected points on a new santa sprite

Genre

- endless runner

- 2D Jump 'n' Run

- pixel graphics

- with procedurally generated map

  ➢ high replayability

Movement

- Space / up arrow   -   jumping

- A / left arrow   -   moving to the left

- D / right arrow   -   moving to the right

If `Space` is pressed once the character will do a normal jump,

but when `Space` is hold it jumps higher.

Difficulties

- The speed will be increased

  ➢ Determined by how much time has elapsed

Enemies

- No complex AI

- Like the koopas (turtles) known from super mario

Non-intelligent obstacles

- Depending on the score some events will take place

  - ➢ Blizzard appears with flying objects

  - ➢ To survive, the player has to avoid those objects

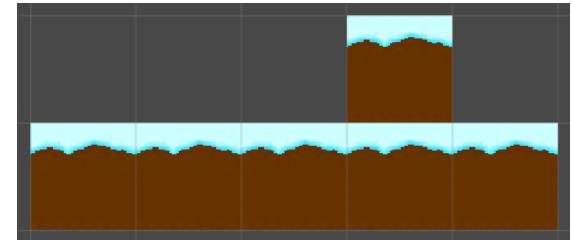**ingenieur wissenschaften htw saar**
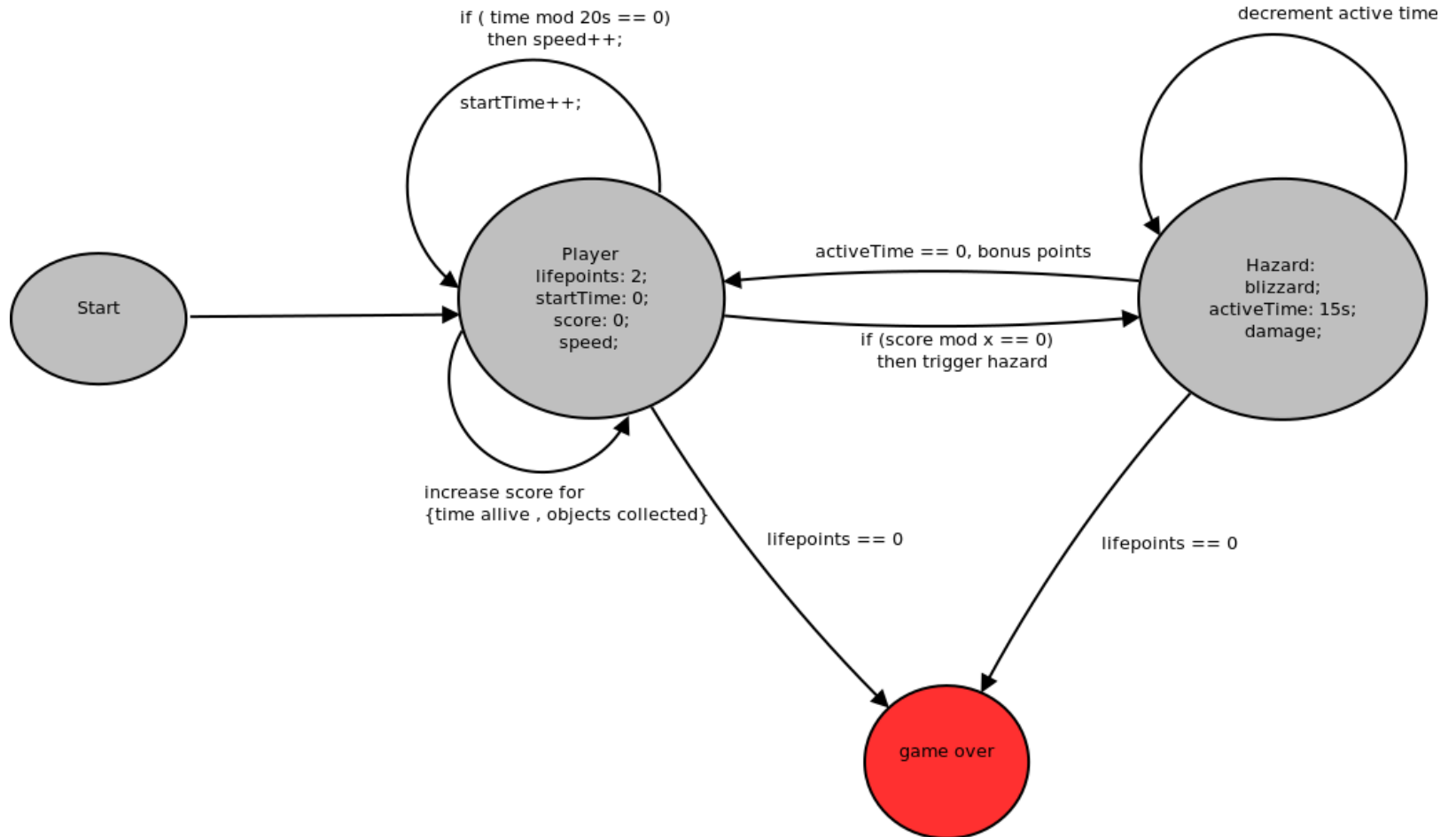
- one setting

  - snowy landscape

  - trees

- future: feature to unlock more map-settings?

- **procedural map generation**
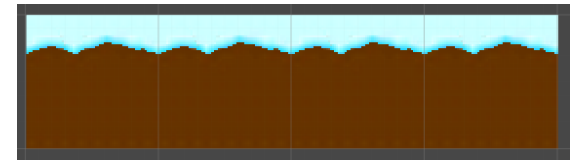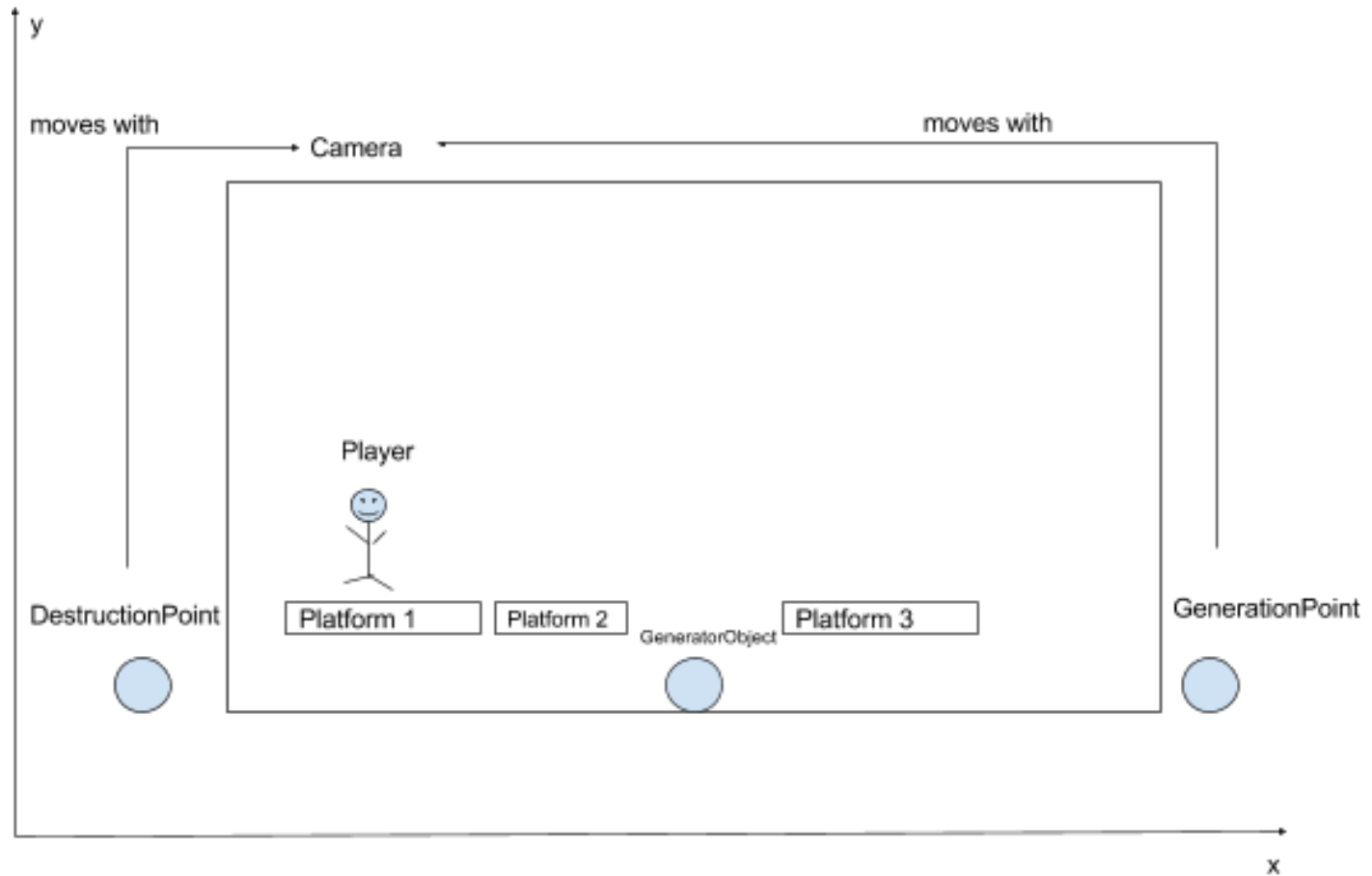

- map will be generated as you play the game

- map is made of different platforms

- platforms are made of different arrangements of tiles

- tiles are little square objects, e.g. 64x64

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First idea

Perspective: Monetization

- translate highscore points into some sort of in-game currency
- use this currency to buy new sprites
- offer in-game currency for real money
- add advertisements to the game

Questions

?

Thanks

for your attention