

Game Design Document: Endless Runner - "Berserk Rush"



1. Overview

- **Concept:**

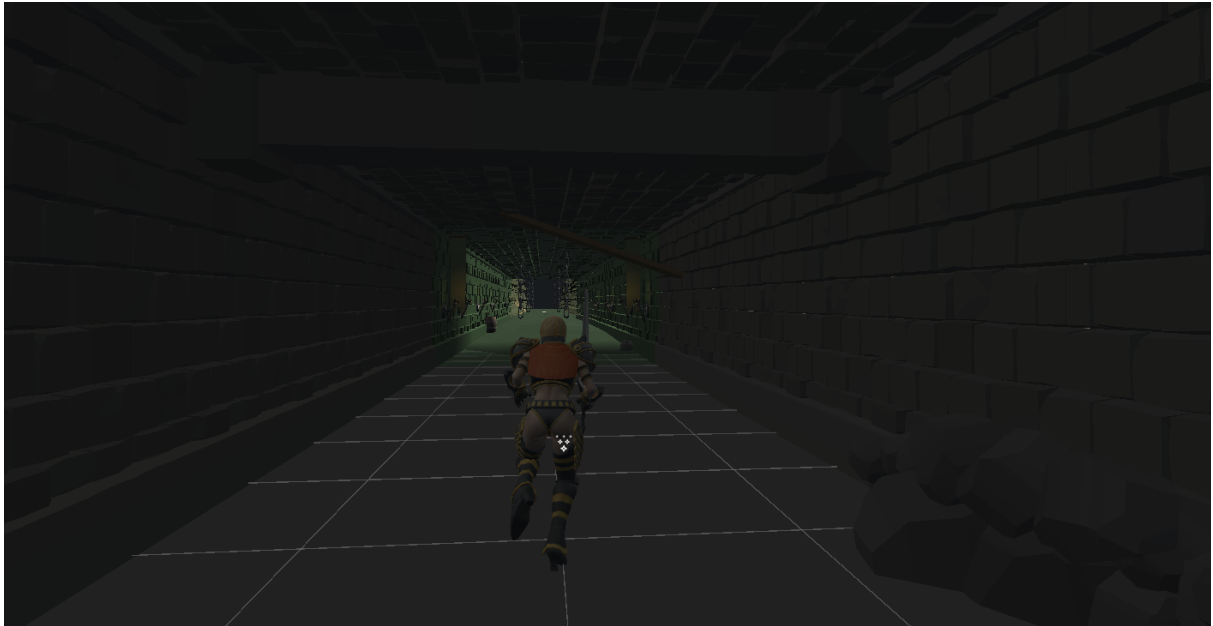
"Berserk Slash" is a 3D endless runner game set in the universe of Berserk.

Players control a fierce warrior, Athena, navigating challenging landscapes filled with enemies and obstacles.

- **Genre:** Endless Runner, Hack and Slash
- **Platform:** Android Mobile
- **Game Elements:** Fighting, running, and character progression through strength enhancement.
- **Number of Players:** Single Player

2. Gameplay:

Berserk Slash offers a third-person perspective, focusing on the protagonist Guts in a 3D environment. The player guides Athena forward while confronting enemies. Controls include movement, jumping, and weapon usage. The objective is to defeat demons, collect items, and progress.



2.1 Core Gameplay Mechanics:

- **Character Control:**

Press Spacebar to JUMP.

Press A and D to move sideways.

2.1.2 Combat:

Tap on the attack button to perform slashing attacks.

3D slashing animation upon defeating enemies.

2.1.3 Endless World:

Endlessly generated 3D landscapes with varying terrains and obstacles.

2.2 Objectives:

Survive as long as possible.

2.3 Progression System:

Collect points by defeating enemies.

Outlast harsh environments, master survival tactics, and push your limits to achieve new high scores.

3. Characters:

- **Protagonist:**

Name: Athena

Description: A formidable warrior with a giant sword.

Abilities: Standard attacks.

3.2 Enemies:

Different types inspired by the Berserk universe.

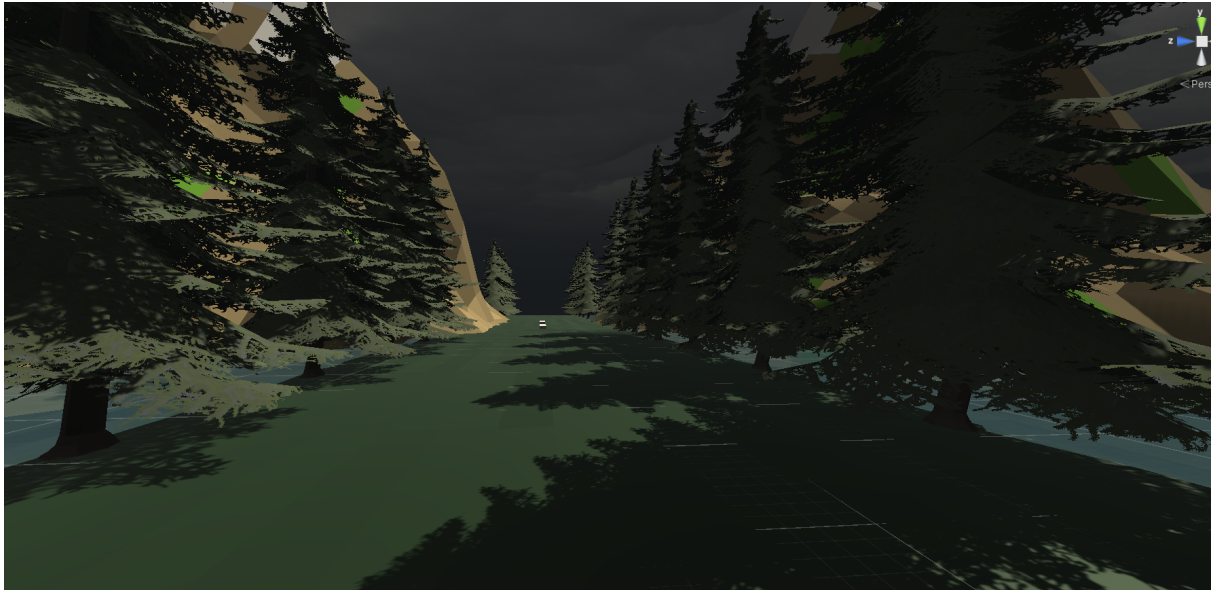
4. Environments:

- **Settings:**

Dark fantasy landscapes inspired by Berserk.

Locations: Castle, Dungeon and forest.





4.2 Obstacles:

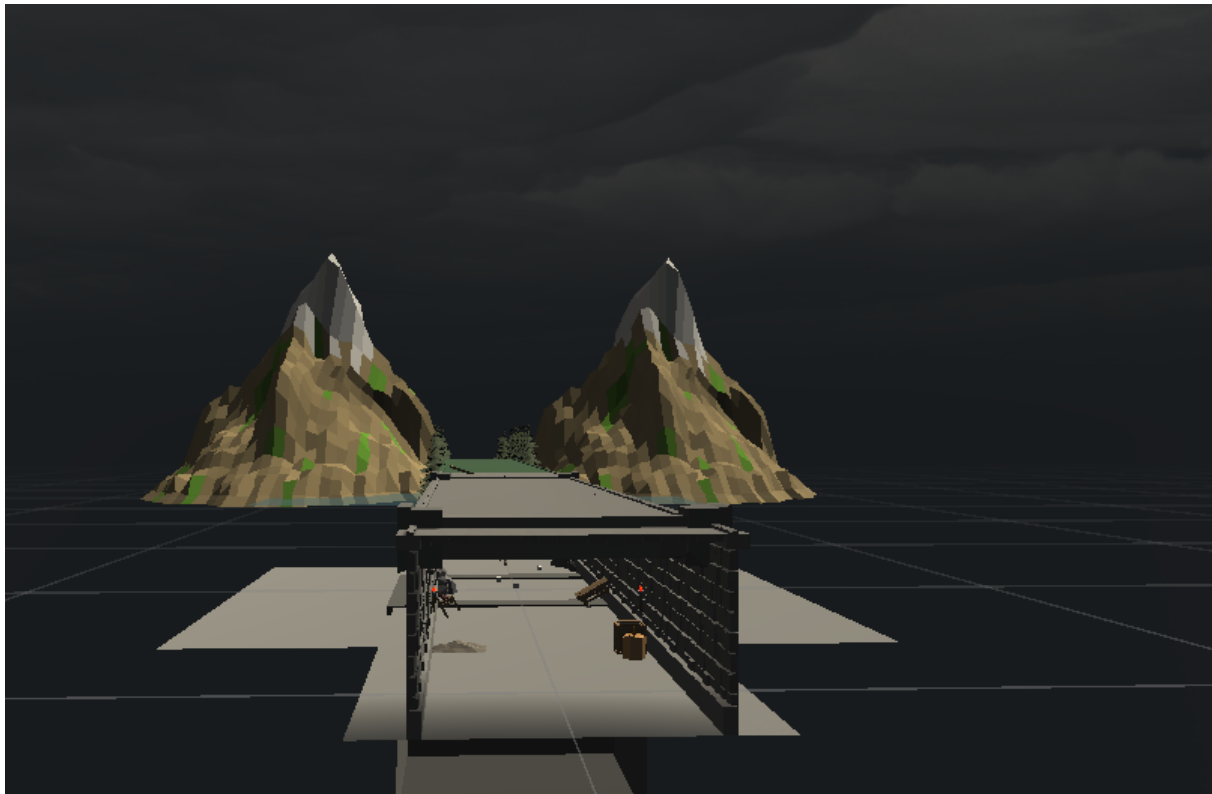
3D spikes and enemy attacks.

5. Art and Sound:

Berserk Slash's appearance appeals to a broad audience (teenagers to adults). The graphic style draws inspiration from the popular manga, Berserk.

5.1 Visual Style:

Dark and gritty 3D art style with character and environment designs.



5.2 Sound:

Atmospheric sounds to enhance the dark fantasy setting.

All assets are royalty-free or appropriately credited.

6. Technical Considerations:

Game Engine Used-Unity

- **Platforms:**

PC

6.2 Languages Used:

C#

6.3 Technical From:

3D graphics

Third-person perspective

7. Marketing:

- **Target Audience:**

Fans of the Berserk series

Older teens and Adults

8. Main Menu:

The main menu features a 3D interactive landscape with a "Play" button, providing a visually immersive experience.