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|  | **RUNNING MINER** |
| **October 15th,**  **2018** | **Game Design Document *v0.01*** |

**EXECUTIVE SUMMARY**

* 1. **Description**

You’re a knight chasing an evil wizard

* 1. **Features**
* Running
* A Wizard
* A Knight
  1. **Project Goals**

To pass the Unity class.

* + 1. **Visual Treatment**

Old school kind of 32bit kind of cartoony

* 1. **Gameplay Overview**

You run and jump to dodge things.

* 1. **First 5 Minutes**

The player runs.

* 1. **Story**

“You’re trying to kill Gorbelbeck the wizard for destroying your castle.”

**HUD**

tbd

**GAMEPLAY**

The player will be constantly moving forward, jumping to avoid pitfalls and enemies, and to collect coins.

* 1. **Scoring**

You get (tbd) points for every coin you pick up and every second you don’t die.

* + 1. **Scoring System (Chart):**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Points Awarded** |  | **Points Lost** |
|  | **Success** |  |  |
|  |  |  |  |
| **Get a coin** | +10 |  |  |
|  |  |  |  |