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High Concept Document

Game Title:Dodge the Fall

Game Genre:

- 2D Action Survival Game
- Players control a character on the screen, dodging falling obstacles to survive.

Target Audience:

- Casual gamers
- Players seeking quick and simple entertainment
- Age range: 8 years and above

Game Objective:

The player's goal is to survive as long as possible by avoiding collisions with falling obstacles. The score is determined by the survival time, and the game ends immediately upon collision with an obstacle.

Core Gameplay:

1. **Control the Character:**
 - Use the keyboard arrow keys **left** and **right** to move the player character.
 - Movement is restricted to within the screen boundaries.
2. **Obstacle Generation:**
 - Obstacles are randomly generated and fall from the top of the screen.
 - Obstacles have fixed sizes and fall continuously, requiring players to dodge them.
3. **Collision Detection:**
 - The game ends immediately if the player collides with an obstacle.
4. **Scoring System:**
 - The longer the player survives, the higher the score.
5. **Background Music and Sound Effects:**
 - Looping background music during gameplay.
 - Collision triggers a “hit” sound effect.

Game Features:

1. **Simple and Intuitive Gameplay:**
 - All actions are controlled via the keyboard, suitable for beginners.
2. **Randomized Obstacles:**
 - Adds replayability and increases the challenge.

Platform Support: PC platforms (Windows, Mac, Linux).

Core Design Philosophy

“Easy to pick up, challenging to master”

- The game focuses on providing a quick entertainment experience with no complicated rules or tutorials. Players can start playing immediately and find opportunities to improve after every failure.

Visual Style:

- **Pixel Art:**
 - A simple and classic art style, ideal for quick development and scalability.
- **Bright Color Scheme:**
 - Vibrant colors for the player character and obstacles to ensure clear visibility.

Audio Design:

1. Background Music:
 - Loops continuously, with a fast-paced rhythm to create tension.
2. Sound Effects:
 - Distinct collision sound effect to emphasize player mistakes.

Future Expansion:

1. **Level Design:**
 - Introduce varying obstacle speeds, densities, and sizes for different levels.