**ITE235: Game Development**

Member(s):

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Game Design Documentation

**Section 1 – Game Overview**

*1.1 Game Title:*

* JuanD: Quest for Wisdom

*1.2 Game Genre:*

* Arcade/Adventure

*1.3 Game Perspective:*

* Third Person

*1.4 Game Mode(s):*

* Single player

*1.5 Target Audience:*

* Age 8 – 30
* Fans of endless runner games

*1.6 Core Idea:*

“Once you stop learning, you start dying.” This whole game is based on this quote by Albert Einstein. Basically, the player’s life (health bar) constantly decreases as the time goes on. The player can fill up his life by consuming books. This represents that the player must constantly “learn” in order not to “die”.

*1.7 Goal:*

Ultimately, the goal of the game is to beat the current high score.

*1.8: Topic of game:*

Endless runner game in the PHINMA UPang campus

**Section 2 – Game Background & Game Flow**

*2.1 Background Story:*

(This game has no background story.)

*2.2 Characters Starting Story:*

(This game has no characters starting story.)

**Section 3 – Game Play**

*3.1 Objective(s):*

* Survive for as long as possible
* Avoid obstacles
* Avoid bad items (things that represent student problems)
* Collect collectibles
* Collect special items
* Buy characters
* Beat the high score

*3.2 Game Logic:*

* Bumping into an obstacle will kill the player
* Books will increase the player’s life
* Bad items will decrease the player’s life

*3.3 Mechanics:*

*3.3.1 Rules:*

* Player cannot stop running
* Player cannot go back
* Player cannot go outside of the path
* Player’s view is purely over the shoulder of their character – no 360 degrees
* Player’s speed is constant all throughout the game

*3.3.2 In-game Help and Info:*

* When the game starts up the player is prompted to start the tutorial
* Tutorial can be accessed via the main menu. This will include help on the following topics:
* How to move the character left and right
* How to make the character jump
* How to make the character fast fall
* How to make the character roll
* What will happen if the player bumped into an obstacle
* What will happen if the player accidentally collected a bad item
* What will happen if the player collected a collectible
* What will happen if the player collected a special item

*3.3.3 Statistics:*

* Highscore – overall high score for the whole game

**Section 4 – Game Elements**

*4.1 Environment:*

* The location of the game is the PHINMA University of Pangasinan campus.
* Infinite path

**Section 5 – Game Play I/O Controls & GUI Interfaces**

*5.1 Game Play I/O Controls:*

* Smartphone
* To move the player left or right:
* Swipe left = turn left
* Swipe right = swipe right
* To make the player jump or roll:
* Swipe up = turn up
* Swipe down = swipe down
* Other movements:
* Swipe up then down at quick succession = fast fall

**Section 6 – Visual & Audio Features**

*6.1 Visual Features:*

* HUD:
* Top left – high score
* Top right – pause button
* Left side – health bar

*6.2 Audio Features*

* 2 background music
* Collecting collectibles
* Collecting special items
* Accidentally collecting bad items
* Bumping into obstacles

**Section 7 – Systems Parameters & Requirements**

*7.1 System Requirements:*

* Android Marshmallow
* 4GB RAM

**Section 8 – Creativity & Special Enhancements in Game Concept**

*8.1 Creativity & Special Enhancements Due to Third Person Perspective*

* Third person makes the game more complicated
* The view of the player is going to be wider