

# Game Overview: Endless Runner

## *Concept of the game*

### **Basic features:**

1. *Pick up cubes*
2. *background music*

### **Five another features:**

1. *rotate wall*
2. *pipe obstacles*
3. *boost speed during running to improve difficulty*
4. *game over and restart button*
5. *show time remains, quit game after 180s.*

## *Game flow*

Player operate the direction with keyboard left and right.

Player operate jump with keyboard space when facing pipe obstacles.

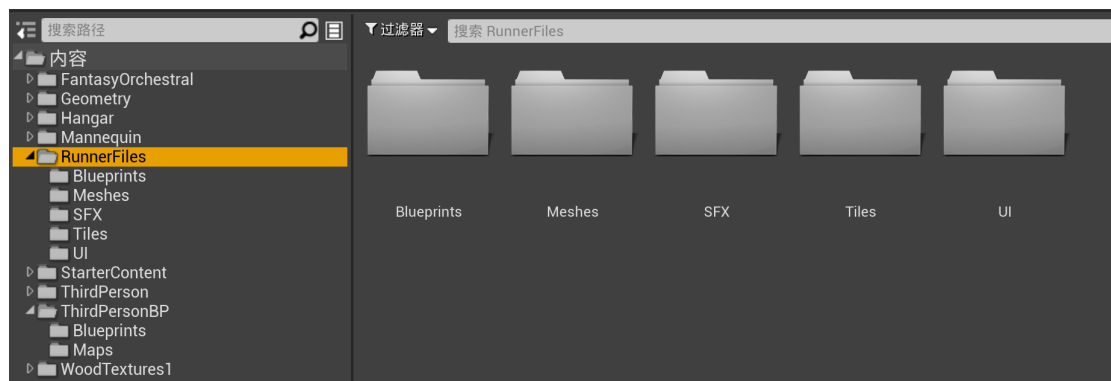
Count pick up cubes and time remains reduce.

Player will win after collecting 30 cubes in 180s without having triggered with rotate wall.

Player can restart or quit.

## *Game elements/assets*

Contents are shown as below.



## *Main characters*

Blueprints

Meshes

Audio

Tiles

UI screen

### • *Theme*

Action game.

## ***Game play***

- ***Goal – Why the player is playing your game?***

This is an action game. Player can relax and test.

- ***Game Mechanics - What actions does the player take?***

Act with keyboard A W S D and space.

Have trigger with pick up cubes, rotation wall, jump before pipe.

- ***Abilities and power-ups – Further elaborae on the game mechanics.***

There will be some bridges and traps on the floor.

There will be another plate under the floor and represents river. Player may jump into the river.

- ***Losing or restarting - What are the losing conditions for the game?***

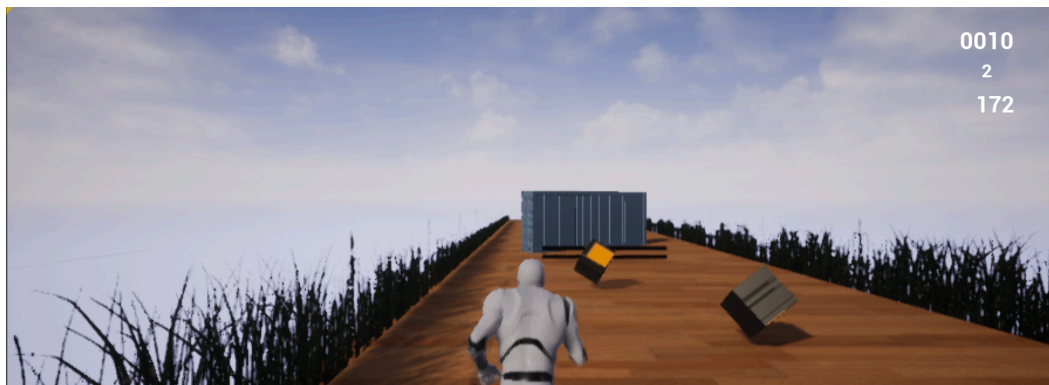
When player hit the rotate walls or time is up to 180s.

- ***Define player skills – What would a good player be good at?***

Pick up 35 cubes in the shortest time.

## ***Graphics and Styling***

- ***Make it visual with examples.***



- ***Music and Sound Effects***

The background sound download from Asset Store.

- ***Technical Description***

The first small game created with Unreal Engine.