Game Design Document for:

Prey

The Ultimate Mobile Endless Runner

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Version # 1.1

Contents

Design Changelog

The changelog records the change history of this game design document. This means every version of this document will have a new entry in this section explaining what has been changed since the last version.

Version 1.1

Version 1.1 updates this document with small changes that were added or removed in the current build of the product.

- Removal of instructions displayed on the main menu
- Location of the score counter
- Removal of the second music track for the main menu
- Removal of additional sound effects
- Update on the *Game Over* sound effect

Version 1.0

Version 1.0 is the initial pass of the design; the first version of this game design document.

Game Overview

High Concept Statement

Prey is a mobile 2D endless runner game. Targeted for all age groups, the game features a bunny running through a spooky forest where the player must tap the screen to make the bunny jump over obstacles in the way.

Philosophy

Challenges of a Mobile Game

The most challenging part of this game will be the timing and getting the sizing of the sprites correct. Since a phone's screen is small compared to a computer monitor, the character's sprite must be small compared to the background in order to allow the player enough time to see obstacles. But the character can't be too small else the detail in the artwork will be lost.

The timing and speed of the obstacles must also be fast enough to give the effect of speed but also can't be too fast because the player needs a chance to react to these obstacles. The obstacles also can't move faster than the character's running speed or else this will ruin the effect of movement.

Common Questions

Why create this game?

This game will be a fun, casual and addicting game to play – a type of game that would be played while waiting in line for a coffee. The purpose of this game is to let the player pass the time with fun and simple gameplay mechanics which allows for anyone to pick up and play immediately.

What is the goal?

The goal of the game is to continue running for as long as possible. Obstacles will get in the way of the running bunny and the player must tap the screen to jump over such obstacles. Hitting an obstacle will result in a game over.

How will the art assets be acquired?

A good friend of mine [does not attend Humber College] will be generously supplying custom art assets.

Gameplay

Overview

Prey is an endless runner where the player controls a bunny who must successfully jump over obstacles in order to continue playing.

Story

The player character is a bunny who is running through a spooky forest from an unknown, off-screen danger or predator. Obstacles in the forest gets in the way and the only way to get past is to successfully jump over them.

Controls

There is only one control in the entire game and that is a single tap anywhere on the screen. This will advance to the game when at the main menu, and when playing the game, this will make the bunny jump. When a game over screen a shown, a tap will then reset the game to the main menu.

Victory Conditions

The player must jump over obstacles to earn points. One point per obstacle. The goal of the game is to get the highest amount of points.

Defeat Conditions

The game ends when the bunny hits an obstacle. There are no lives.

The Game World

Overview

The game world is a 2D side view of a bunny running through a spooky forest.

Parallaxing

The game world is broken into three parts: a background, mid-ground and foreground. To give the illusion of depth, each part of the world will scroll at different speeds with the background being the slowest and the foreground being the fastest.

The foreground must scroll at the speed of the bunny's running speed. The obstacles – which belong on the foreground plane – must also travel at the same speed to ensure the effect of motion is not broken.

Since these sprites will be laid out side-by-side, seamless art on the left and right sides of the canvas is important.

The Physical World

Overview

The game's setting is a spooky, mossy forest. Trees with a deep brown bark colour populate the forest with deep greens for the leaves and grass. Strange, fantasy objects hover throughout the forest giving more of a mysterious and spooky atmosphere. Many grey mushrooms can be found on the pathway and throughout the forest.

The following is the final game world artwork that will be used in-game:
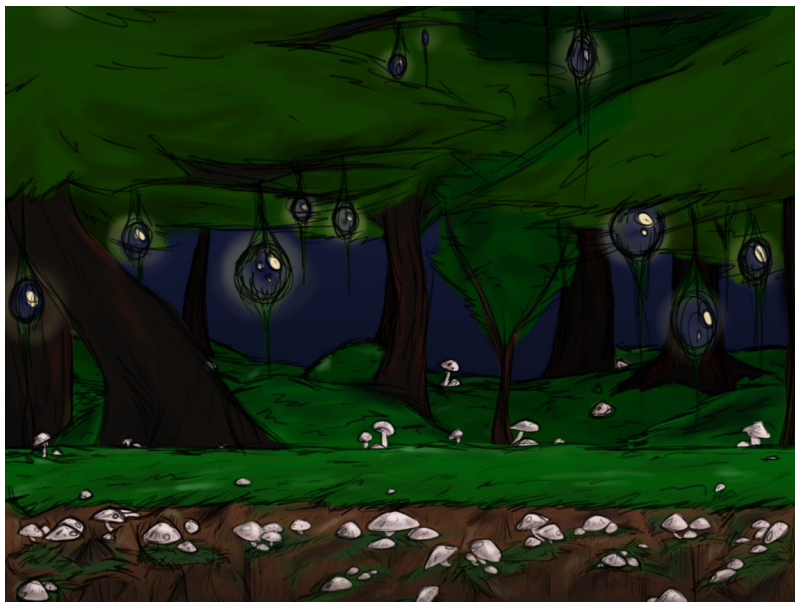
Game Characters

Bunny

The character the player controls is a soft-orange bunny who is constantly running throughout the game. The actions the bunny can perform are run and jump.

User Interface

Overview

The user interface is not intractable, the only purpose it holds is to display information to the player. There are three parts to the user interface: main menu, game over and score counter.

Main Menu

The main menu shows 2 details: the title and credits. The main menu does not have its own scene, instead it is displayed as the bunny runs without any obstacles. As soon as the player touches the screen, the game starts and the menu scrolls out of view with the background.

Game Over

When the bunny hits an obstacle, the game stops playing and game over graphic is shown. Taping the screen resets the game to the main menu.

Score Counter

During the gameplay, on the top right of the screen displays a number which represents the total number of obstacles the player has successfully hopped over. This score is when is shown on the game over scene.

Musical Scores and Sound Effects

Overview

All of the sounds and music within the game aids to the spooky atmosphere of the game. To clarify; "spooky" in this context means a fun Halloween style, not scary horror.

Music

There will be a single music track. The track will be played solely on an electric guitar with a deep tone resembling the sound of ancient/tribal drums. The song is fast paced with a sense of urgency in it.

Sound Effects

- Game Over: A short, two beat, sound effect created on an electric guitar.