**Matthew Unity Assignment One GDD**

**Game Overview**

In the game you play as a character that will be represented by some sprite. I was thinking Hulk if I can get it to work. You will run across rooftops of city buildings if I can find the sprites for that. Or just generic blocks. There will be an enemy that will damage the player if you collide with it and gaps in the level that you must jump over, or you will fall to your death. The score will be calculated over time so you’re just trying to see how long you can last without falling or dying from an enemy. So, I guess it’s pretty much the google game when you have no internet connection. The player will have three Health. Hitting an enemy or obstacle will take away one health. Falling is instant death. There must be a pickup so it will recover one health when picked up. I guess that’s the game.

**Plot and Setting Information**

Angry mad guy (Hulk) going on a spree of smashing and jumping across buildings. The setting will be a city if I can find the right assets. Probably just blocks with a cityscape in the background.

**Core Gameplay**

The game won’t have any special features. It will be very basic. A player that moves forward. An enemy and obstacles that randomly spawn to hurt the player. Holes in the level that the player must jump over or die, and a pickup that will recover health.

**Environment Elements**

A city made of blocks from unity. There will only be one type of enemy. No other characters or weapons are in the game. The environment won’t be very interactable. But it will be randomly generated by procedurally generated level content once we learn that.

**Interface Usage**

The gameplay will be completely controlled by the keyboard. I think space to jump is the only key we will need since it’s an infinite runner so the player will be moving on its own.

**Menu and General Game Usage**

There will be a main menu with buttons to play the game or exit the game. The main gameplay screen where the actual game is played. And then a game over screen that displays when the player dies. Hopefully this screen will display the score you just got. And will have buttons to either play again or exit the game. That’s it.