|  |
| --- |
|  |
| Video Game Concept Document: |
| **Rapper Run** |
| Version 1.0  Copyright © 2022 GAME DESIGN INC. All rights reserved. |
| **Document Prepared by**  **Mücteba Karabey** |

# 22.03.2022

Game Concept & Design Document Template

## Document Contents

Table Of Contents

1. [CONCEPT DOCUMENT 2](#_bookmark1)
   1. [TITLE PAGE 2](#_bookmark2)
   2. [CREDIT PAGE 2](#_bookmark3)
   3. [SIGN-OFF 3](#_bookmark4)
   4. [INTRODUCTION 3](#_bookmark5)
   5. [GAME ANALYSIS 3](#_bookmark6)
   6. [GAME ATMOSPHERE 4](#_bookmark7)
   7. [GAME PLAY 4](#_bookmark8)
   8. [KEY FEATURES 5](#_bookmark9)
   9. [SELLING FEATURES 5](#_bookmark10)

## Concept Document

The game is a hyper casual type runner game. Our goal in the game is to turn our character into a rapper. Multiple characters are used in the game. Our starting character is a normal person who has nothing to do with rapping. To make this character a rapper

We need to collect the items found on the way.

There is a transformation bar on our character, which is often used in hyper casual games, if this bar is full, our character will perform the transformation.

will perform and get closer to rapping. To fill this bar, he needs to collect the items on the way, these items are two classes the first one will increase our bar and the other one will decrease our bar.

The other thing that decreases or increases the bar of our character is the doors used in the game, and they have 2 classes, such as items that decrease and increase the bar.

When the player gets the items suitable for rapping and reaches the end of the game with the last character, the game is completed successfully.

## Title Page

**Game Name:** Rapper Run

## Game Logo:



**Document Type:** Game Concept Document

## Document Version: 1.0

## Credit Page

|  |  |
| --- | --- |
| *Document Purpose:* | *Giving general information about the game* |
| *Document Version:* | 1.0 |
| *Working Title:* | Rapper Runner |
| *Game Concept:* | Rapper,Runner |
| *Game Document Author:* | Mücteba Karabey |

## Introduction

Our game is a hypercasual mobile game that is easy to play and the concept is easy to understand, and is aimed to be played by players who are interested in rap music genre who want to spend time.

The player chooses the shaping of the character with one of the 2 choices to be made, and the level changes or starts from the beginning according to the score they get.

* Genre: Hyper-casual
* Player Type: One Player
* Game Play: adventure
* Technical Form: 3D and 2D graphics
* Reference: Impressed from Rapper Run
* Theme: Rapper themed
* Design Intentions (original or cloned): Original

## Game Analysis

This is a general overview of the game.

|  |  |
| --- | --- |
| **Game Description** |  |
| Genre: | * *Hyper-casual* * *Runner* |
| Game Elements: | * Alignment * Collecting :   1- ) Good Items(Rapper Item): Speaker, Hat, Microphone, Necklace, Ring  2-) Bad Items: Handcuffs, Bottle   * Obstacles:   Green and red floor.   * React: Happy * Timing: Each level takes average one minute |

|  |  |
| --- | --- |
| Game Content: | * Runner |
| Theme: | * Adventure |
| Style: | * Hyper Casual |
| Game Sequence: | * No Story-Lines |
| Player: | * Only one player can play |
| **Game Reference** |  |
| Game Taxonomy: | Rapper Run is a fictional game where the story changes depending on the choice. |
| Player Immersion: | * Adventure |
| Reference: | * Impressed from Rapper Run |

|  |  |
| --- | --- |
| **Game Technical** |  |
| Technical From: | * 3D and 2D graphics |
| View: | * Player will play the game from a third-person camera perspective and will direct the character |
| Platform: | * Unity and C# |
| Device: | * Mobile |
| **Game Sales** |  |
| Consumer Group: | * Every age can play |
| Payment: | * Free |
| Estimated Price: | * Ads |
| Device Support List | * Android, IOS |

## Game Atmosphere

* + - Atmosphere: has a bright atmosphere that will keep the player alive and fresh
    - Character: casual lifestyle rapper themed
    - A Level (Locations): The game takes place above the clouds in the air used in most hyper casual locations.

## Game Play

The player starts the game by touching the screen of his phone.

We move our character in the game easily. We can move the character to the right or left, the character itself is specific. We move forward at a speed and we direct our character to the right or left by swiping on the screen.

When the player is the first character he started, when he lowers the bar and finishes, he loses in the game and starts from the beginning.

If it reaches the end of the game, it goes to the next level.

The fact that the control in the game is easy, the colors used in the game are vivid and remarkable, a person who starts playing the game

Learning the game in a very simple way is among the reasons that make the game fun and enjoyable..

## Key Features

* + - Number of Levels: 8
    - Number of Characters: 4
    - Time of Game Play*:* Each level take average 1 minute
    - Replay ability: Yes, the player can restart the game at any time.
    - Graphic Specifications: The graphics are made in accordance with the hyper-casual game genre.
    - Device Compatibility: Android, IOS

## Selling Features

* + - Marketing Ideas: Advertising videos that attract the player, it can be a good tactic to set the advertising videos in a way that they cannot exceed the levels.
    - Consumer Group: Every age
    - Unique Features: Simple, easy and music themed (rap)
    - Merchandising: Screenshots to describe the game at first glance