Game Design Document
Dinosaur Online

Game Overview

Game Overview

Game Concept :

one prevent and one survive

Genres :

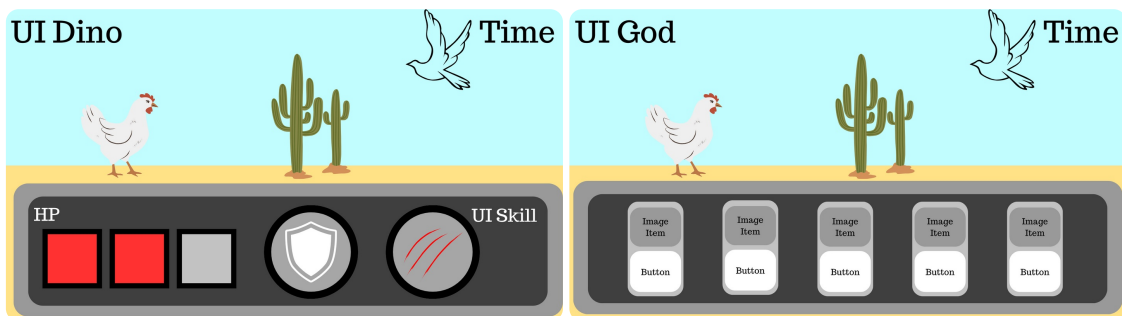Casual, Multiplayer, 3D Side scrolling, Platformer

Goal :

- Dinosaur : survive from the god until time's up

- God : cast obstacle to prevent the dinosaur

Rule :

- God have 2 stack to place obstacles and wait stack restore to place obstacle again
- Dinosaur must survive until time's up
- get 3 point first to be the winner

Game UI

UI Menu Reference

UI Dino

- HP
- Icon item

UI God

- Obstacles

Decision Note

- change from archer that shooting the dinosaur to meteor(reduce the delay between God And Dino)
- change perspective view to Orthographic view and cahnge from top-down to side scrolling for simplicity to player
- Add item to increase time to give players a chance to score more points and make the game have more game machines.
- The scale of counting of scores has been adjusted to be smaller for easier calculation.

Game
and
Mechanics

Story

This dinosaur Destined to overcome obstacles from God If you lose, God will sends a meteorite to explode the world, cursing your species to be chickens forever.

Gameplay

Objectives : Game Challenge

Collect more points than your opponent. who get 3 point first will win this game. Both players will switch sides at the end of each round.

Gameplay : Dinosaur

Players must avoid various obstacles created by the other player until time's up. that the dinosaur can get item from randomly to help player to continue to survive for a longer time and those items can also be stored.
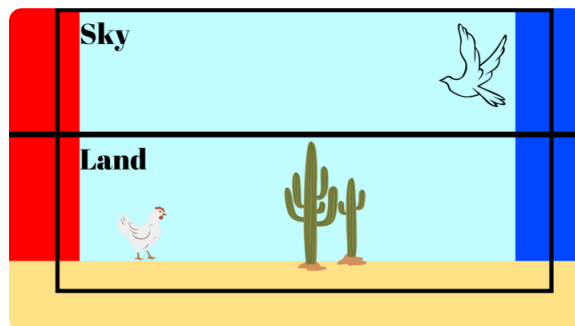
Gameplay : God

Prevent the dinosaur and defeated it before time's up by placing 5 randomly selected obstacles, which will have different abilities.

Level Design

Server   **Client**

Start Game

Dino   **God**

Break Time

3 Trun
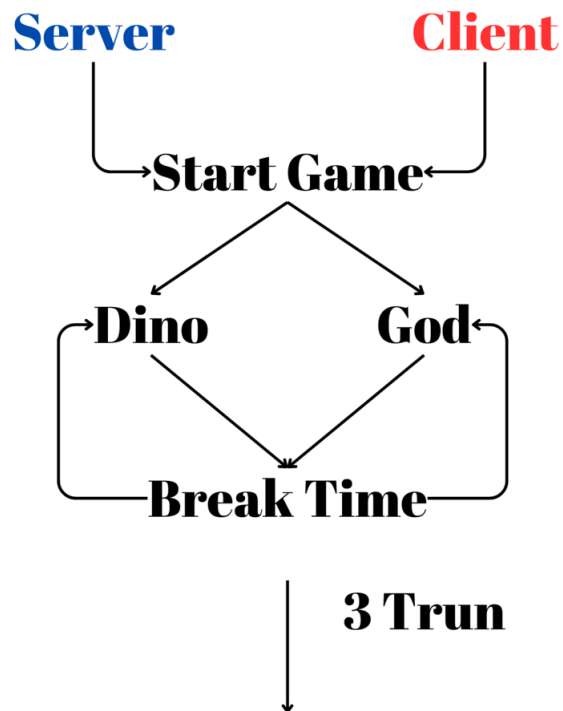
นำคะแนน **P1** กับ **P2** จะมาวัดและตัดสินผู้แพ้ชนะ

Sky	
Land	

Game divide in 2 part it is Land level and Sky level land level is high equal the dinosaur's high and sky level is above the dinosaur

Player (Dinosaur)

Dinosaur : Player will control the Dinosaur to dodge every obstacle from god that come to the Dinosaur until time's up.

what can player do ?

- Auto run
- can move only forward and backward
- can jump and squat
- have 3 life
- Immune 1 sec after player take damage
- can hold item 2 Items

what player can interact

- this game has random Item drop for help dinosaur survive from obstacles such as healing, protect from crash, destroy a obstacle or add time

Player (God)

God : Player need to eliminate the Dinosaur before time's up by use any obstacles that have different abilities.

How the god placed obstacles ?

- The game uses a random Obstacles UI that tells the nature of the objects that can be placed so that God can choose them. When god click on that obstacle Obstacle will spawn on runway.

Dinosaur (Items)

Meat

- increase 1 life
- purpose : help dinosaur player has more life

Shield

- block 1 time
- purpose : help player can survive from obstacle's damage

Claw

- Destroy the 1 obstacle in front.
- purpose : player can save life by don't need to dodge the obstacle

Time Capsule

- Increase the time
- purpose : player can have more limit to get the score

God(Obstacles)

God has 3 stack to placed obstacles and cold down 5 sec to restore 1 stack

How to spawn obstacles and remove used obstacles

- Scene have hitbox on left side or behide (red color) the dinosaur that will destroy obstacles when they out of scene, and they will spawn on right side (blue color)
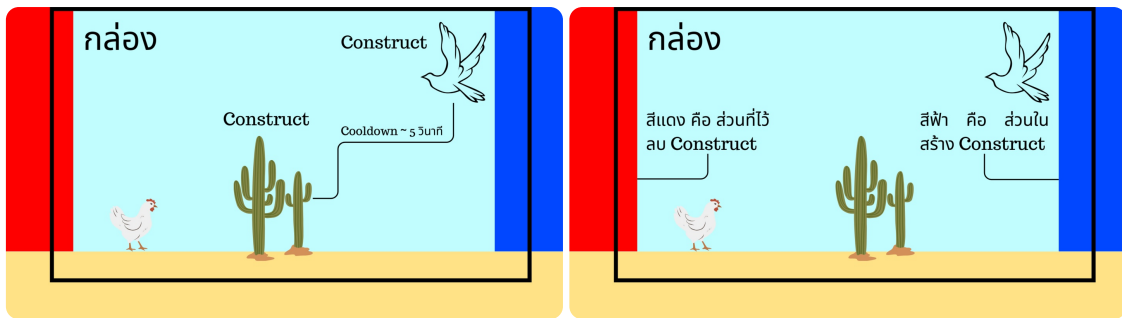
Cactus (Construct)

- Spawn only on the land level If the dinosaur hit it, the round is over. High equal the land level.

- Purpose : force dinosaur player need to jump for dodge cactus.

Rock (Construct)

- Spawn only on the land level If the dinosaur hit it, the round is over.
  High equal half of the land level.

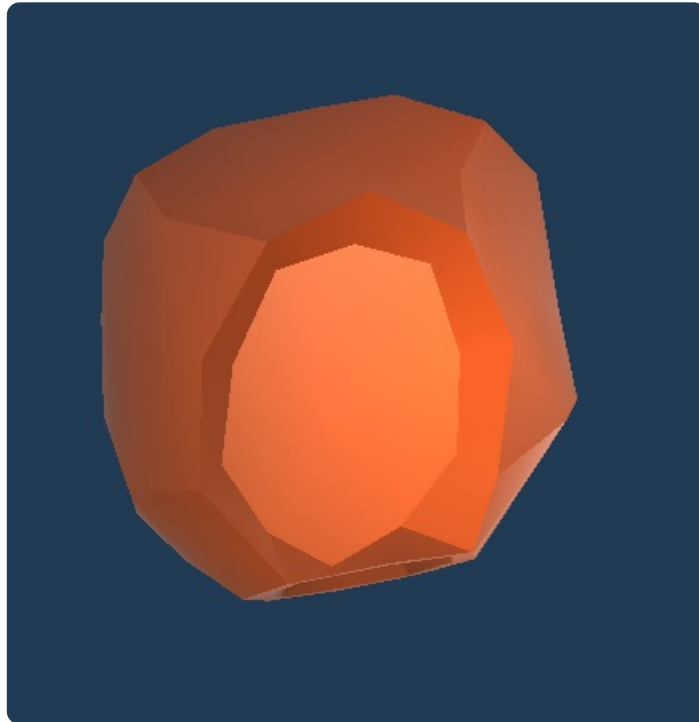- Purpose : force dinosaur player need to jump for dodge rock.

Bird (Construct)

- If the dinosaur hit it the round is over.
  Spawn on top of the land level and in the sky level.

- Purpose : have 2 level for player decide how to dodge it.

Meteor

- falling from the sky level
- If the dinosaur hit it the round is over.
- Purpose : force player to moving and can't stay in the same place

Pond (Construct)

- The dinosaur will slowdown and lost the score when walk on pond.
- Purpose : Make dinosaur player hard to moving and score less

Lava pool (Construct)

- The dinosaur will lost 1 life when walk on lava pool.
- Purpose : deal damage on the Dino without killing it.

Fog (Construct) (Don't have now)

- Decreases the dinosaur's vision.
- Purpose : This gives Dino players less time to prepare for dealing with Obstacle.

Counting Score Mechanic

Player (Dinosaur)

Score ~~500~~ > 10 unit/sec ~~+100~~ > +5 point every 30 sec

Player (God)

Score ~~100~~ > 5 point * every total sec in the end of round

Keybinds

Player(Dinosaur)

Jump	Spacebar
Crouch	Shift
Move Forward	D
Move Backward	A
Use Item 1	Q
Use Item 2	E

Player(God

• Obstacles 1	Left mouse
• Obstacles 2	Left mouse
• Obstacles 3	Left mouse
• Obstacles 4	Left mouse
• Obstacles 5	Left mouse