

TEAM ERKULE

SOR Florent

# SAVE THE RUN

## REPORT CARD

### ■ High Concept

- Help your character, who runs and jumps automatically, not to fall on obstacles by building your own path!

### ■ Genres

- Platformer, Runner, 2D

### ■ PEGI 3

### ■ Terms of play

- 1 single player, Offline

### ■ Target Platform

- Android

### ■ Target audience

- Ultra-casual gamer

### ■ Technology

- Unity

## Intentions

### ■ Promise

- A whole **new way to play a platformer** by building your own levels with your own platforms.

### ■ Experiment

- A game that provides, to the player, a **feeling of accomplishment** for having created his own platforms path that would lead his character to victory.

## VICTORY/DEFAITE CONDITIONS

### ■ Game

- Victory: Succeeding all levels
- Defeat: None

### ■ Level

- Victory: Reaching the finish
- Defeat: Hitting an obstacle

## MAIN GAMEPLAY

### ■ Player system

- **Place a platform**
  - Make a **“drag and drop”** of only one **platform** at a **time** with **one finger**. **Undoing or changing platforms** is not **possible**.

### ■ World System

- **Automated character**
  - **Advances automatically** on platforms.
  - **Jumps automatically** when it does not detect platforms below itself.
- **Spawn of platforms**
  - An **available platform** appears **1 sec after** the player has placed the **previous one**.
  - A window allows you to **see the next platform** that will be **available**.

## RETENTION

### ▪ Shop

- **Improve our platforms** to adopt additional **geometry** to give **larger platforms**.

### ▪ New platforms

- **Unlocking a new store platform** all multiple levels of **five**

### ▪ Cosmetic

- **Unlockable character skins** based on the number of **successful levels**.

## SINGULARITY

A **random succession of different platforms** that can be **improved** that makes each game unique from one player to **another**.

## ONE-LEVEL FLOW

Our **character** is to the left of the level on a **platform**.

The player must **click on the screen to start the level**. We then have a **count** that displays the messages "Ready" then "Build".

After that, a **platform surrounded by a green halo appears at the bottom of the middle of the screen**. At the same time, at the top left, we also have the **preview** of the **next platform** that will be available. Our **character** will therefore **advance on his own and jump automatically** when he **does not detect platform** below himself.

The **player** will therefore have to make a "**drag and drop**" by taking the available **platform** and placing it below the landing of our character. This will allow him **to avoid obstacles** and allow him to advance further **while collecting coins**.

On **arrival**, a hit menu is displayed indicating his coin **winnings** and the amount of **his reward**. He can then either **go to the next level** or **open** a store **window** that allows him to improve his **platforms**.

## Annexes

Here is the current look of the game:

