**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

**GAME DESIGN DOCUMENT**

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1**  **Player Control** |  | You control a   |  | | --- | | Character | | in this   |  |  | | --- | --- | | Third-person perspective | game | |
|  | where   |  | | --- | | Keyboard input | | makes the player   |  | | --- | | Move left or right between three lanes, jump to avoid obstacles. | |

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| **2**  **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Various obstacles and collectible items | appear | | from   |  | | --- | | The front as the player runs forward | |
|  | and the goal of the game is to   |  | | --- | | Avoid obstacles, collect items, and achieve the highest possible score before losing. | | |

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| **3**  **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | For lane switching, jumping, sliding, collecting items, and hitting obstacles. | | and particle effects   |  | | --- | | When collecting items and when the player hits an obstacle. | |
|  | [*optional*] There will also be   |  | | --- | | Background music that matches the fantasy/nature theme. | | |

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| **4**  **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | The speed of the game increases | | making it   |  | | --- | | More challenging to avoid obstacles and collect items. | |
|  | [*optional*] There will also be   |  | | --- | | Power-ups that can be collected to gain temporary advantages. | | |

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| **5**  **User**  **Interface** |  | The   |  | | --- | | Score | | will   |  | | --- | | Increase | | whenever   |  | | --- | | The player runs a certain distance. | |
|  | At the start of the game, the title   |  |  | | --- | --- | | "FutureRun | will appear | | | and the game will end when   |  | | --- | | The player hits an obstacle. | |

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| **6**  **Other Features** |  | |  | | --- | | High score tracking to encourage replayability.  Display of Best Education B.V.'s name, logo, and slogan within the game environment. | |

**Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * Project setup and initial player controls (lane switching, jumping, sliding) | | |  | | --- | | 05/28 | |
| **#2** | |  | | --- | | * Basic obstacle and item prefabs created | | |  | | --- | | 05/29 | |
| **#3** | |  | | --- | | * Implementation of scoring and basic UI elements | | |  | | --- | | 05/30 | |
| **#4** | |  | | --- | | * Mid-point review and feedback incorporation | | |  | | --- | | 06/03 | |
| **#5** | |  | | --- | | * Final adjustments, testing, and polish | | |  | | --- | | 06/06 | |
| **Backlog** | |  | | --- | | * Additional power-ups and special effects * Enhanced animations and particle effects * Online high score leaderboard | | |  | | --- | | 06/06 | |

**Project Sketch**