

Game Design Document

Game Overview

High Concept (Elevator Pitch)

Dino Run is a simplistic infinite runner set in a desert setting, the player or the dinosaur, is trying to run for as long as possible without running to any of the obstacles, which includes various different cacti and pterodactyl. The farther the player runs, the higher their score, so the overall objective is to beat your high score by getting as far as possible in the level.

Plus - Galaxy Dash is a simple and fun game where the player makes a Laser Knight either jump over killer aliens or dodge low flying UFOs, or ducks under higher flying meteorites as he runs across a flat terrain faster and faster as time goes by. It is perfect for anyone who wants to kill time, since it is engaging and has the competitive factor of trying to beat your high score for how long you go without bumping into any obstacles.

Game Summary

A dinosaur is trying to get “home” without hitting any cacti or pterodactyls on his way, once he starts running, the objective is to get as far as possible without hitting any of the set obstacles.

Plus - A Laser Knight crashes on an unknown planet full of hostile aliens. The objective of the game is to control the Laser Knight back to his space ship while endlessly dodging aliens, trying to survive to get home.

Gameplay

First Minutes

The dinosaur is visible with the desert setting, an option to press space to start running, and then once started, the dinosaur begins to run forward at the set beginning speed

Plus- The Laser Knight would be visible on the menu screen with the game theme playing, the game background, game title and start button visible.

Game Flow

Once started, the basic game cycle is pretty much the same with the dinosaur having to dodge obstacles, with the main changes being an increase in speed, and a day/night cycle

Plus- The player controls the Laser Knight to jump over aliens, dodge space ships and meteorites. The game will gradually speed up as the player achieves milestones (running a certain distance).

Victory/Lose Conditions

The only “win” possible in the game is to beat your high score by going farther through the game than you have before, and loss is initiated once the player collides with an obstacle

Plus- Galaxy Dash has no winning objective except for beating your high score. If the Laser Knight fails to avoid the objects, he will die and start over.

Target Audience

The rating is E for everyone, targeted at kids and teens.

Milestones (By milestone)

Pitch

- February 5 2020
 - We met up with each other and spent time figuring out what game we wanted to make a master copy of, which in the end was the t-rex chrome game
 - Artists worked on figuring out how to do basic walking cycle animation and imputing that into Unity, while the programmers started working on the scripting on Unity
 - Figured out everyone's roles
 - Finished GDD main information
 - Created a Trello and then a Google Sheets to keep all the assets in one place
 - Started the Pitch PowerPoint
 - Art Lead started creating the sprites
 - Programmers continued programming the functions of the game
 - Sound Lead started figuring out the final sounds
 - Finish Pitch poster
 - Create schedule

Alpha

- February 7 2020
 - There is at least one sound placeholder
 - There is at least one sprite placeholder
 - Asset list updated for each lead
 - Trello updated

- Schedule updated
- GDD updated

Beta

- February 11 2020
 - Have everything for main game done
 - Have most/all of plus content implemented
 - Asset list updated for each lead
 - Trello updated
 - Schedule updated
 - GDD updated

Final

- February 12 2020
 - Both master copy and content complete
 - All links are in canvas
 - All documentation is finalized

What We Did (By Day)

- Day 1 (January 29, 2020)
 - We met up with each other and spent time figuring out what game we wanted to make a master copy of, which in the end was the t-rex chrome game
- Day 2 (January 30, 2020)
 - Artists worked on figuring out how to do basic walking cycle animation and imputing that into Unity, while the programmers started working on the scripting on Unity
- Day 3 (January 31, 2020)
 - Figured out everyone's roles
 - Finished GDD main information
 - Created a Trello and then a Google Sheets to keep all the assets in one place
 - Started the Pitch PowerPoint
 - Art Lead started creating the sprites
 - Programmers continued programming the functions of the game
 - Sound Lead started figuring out the final sounds
- Day 4 (February 3, 2020)
 - Continued pitch poster
 - Created schedule
 - Art lead continued working on sprites
 - Tech lead continued working on programming
 - Sound lead continued working on sounds
- Day 5 (February 4, 2020)
 - Completed almost all of the pitch (still having trouble with getting it all done)

- Created more sounds for the plus content
 - Game Director and Tech Lead were absent (gave previous notice)
 - Got cactus sprites done
- Day 6 (February 5, 2020) Pitch Day
 - Got the pitch done finally
 - Worked on animating the dinosaur sprite
 - Put in a sound placeholder
 - Put in a sprite placeholder
- Day 7 (February 6, 2020) Alpha Day
 - Fixed aspect ratio
 - Updated Documentation (schedule, trello, and asset lists)
 - Implemented sword mechanic