

Concept:

Platforms: Windows 10, Mac

Technologies: Unreal Engine 4.25.3

Game Languages: English

Audience: See below

Genre: 3st person 3D Platformer

Mood: See Visual references

Emotions: The player will be carried away by the endless progress of the game when the difficulty is constantly increasing by maximizing the runner's speed.

Rating: PEGI 7 (Game content with scenes or sounds that can possibly be frightening to younger children)

User Number: Single-player

Gameplay time: Infinite level with increasing difficulty

Main mechanic: Passing platforms by dodging various obstacles, collecting coins and bonuses

Setting: Minimalism

Goal: Achieve as many coins as you could before you become dead

Targeted audience

Male/female, 14-23 years old, main platform for gaming is mobile or mobile console, fans of platformers and runner games. They are fond of modern technologies and simple games that help them to easily spend time without any hard interactions. Playing mostly on the long roads or when riding on the metro to work or to the university.

Game Character

Game mechanics and operating

- Player actor moving with A and D buttons, the camera follows the character.
- SPACE to jump. Player should tap on the A or D on the corners to make a 90 degree turn and dodge stones moving on the map while collecting coins.
- When character falls out from the game platform he immediately dies, as when he crashes into the corner walls or hit the rocks.
- In some areas player should jump over the fencing and over the empty space in the others.

Interface

The screen displays the score of borrowed coins in the upper left corner and the running character in the middle. Platforms are generated randomly and appear as soon as the player goes forward.

Level Design

Floors are generated randomly, starting from the first empty floor just to let player firstly see the following platforms and designed his first few moves, then some types of a platform can appear:

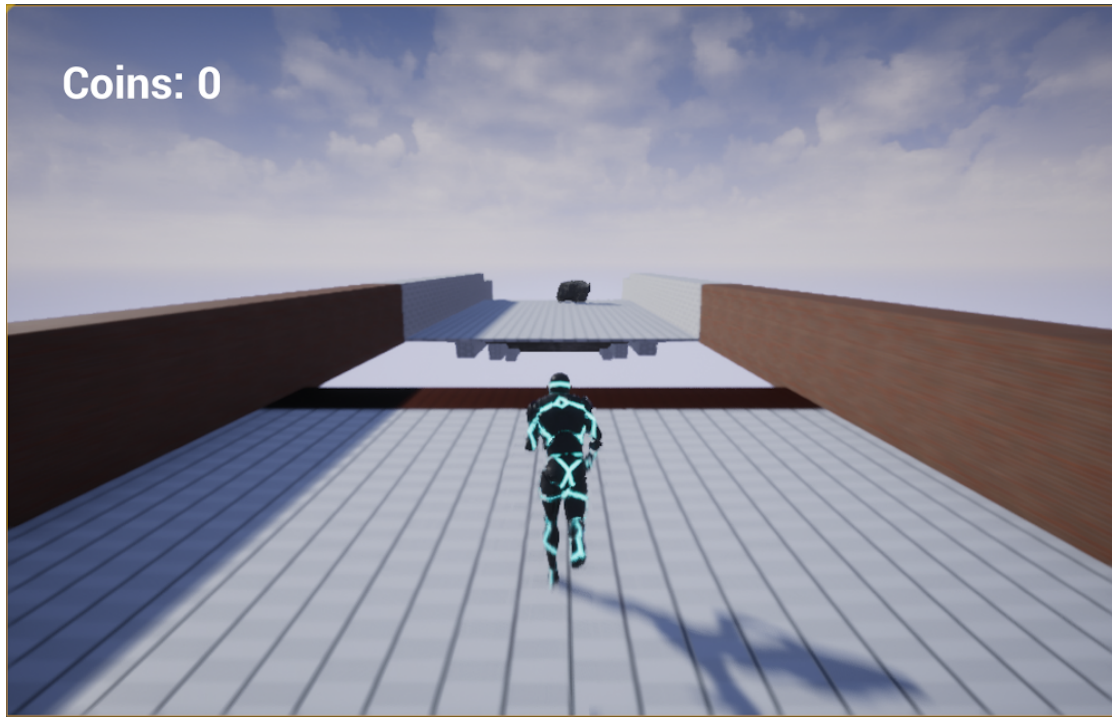
- Empty platform
- Right and left turn platforms
- Platforms with upper and lower ramps
- Jumping platforms
 - With hole in the floor
 - With fence

Each of them can randomly have some coins or moving rocks.

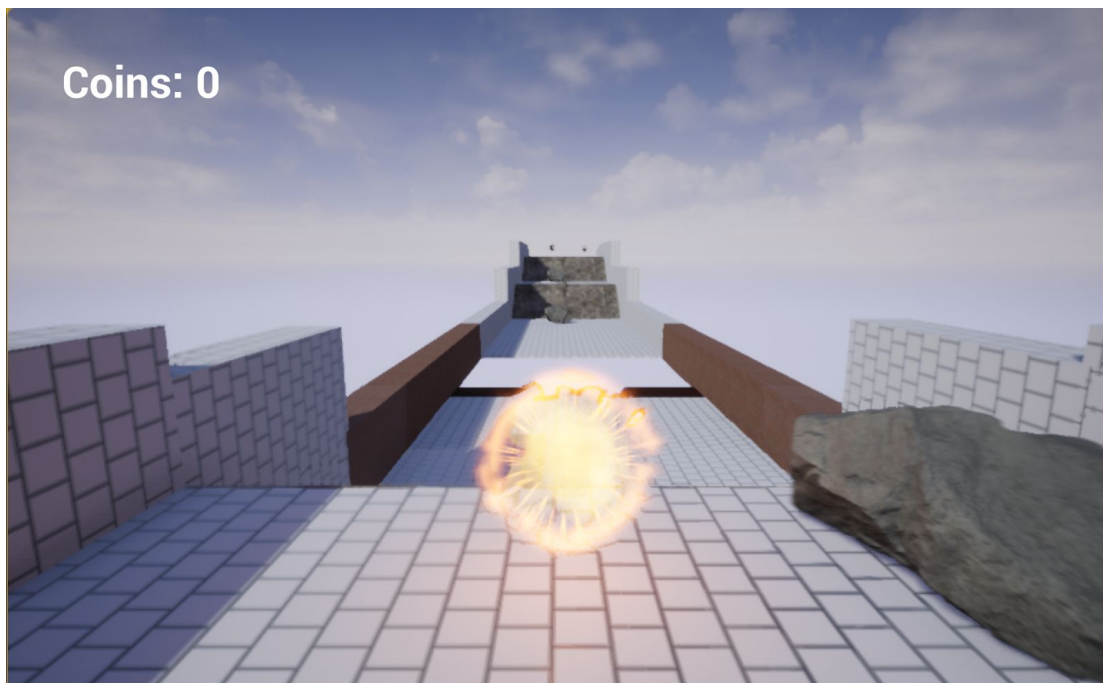
Balance

Value name	Value	Comment
Player speed	1 and increasing by 0.05 every millisecond	to make it harder to play
Player HP	Only one	After 2 seconds the Game begins again

Screenshots



Passing the hole on the floor



Death from hitting the moving rock