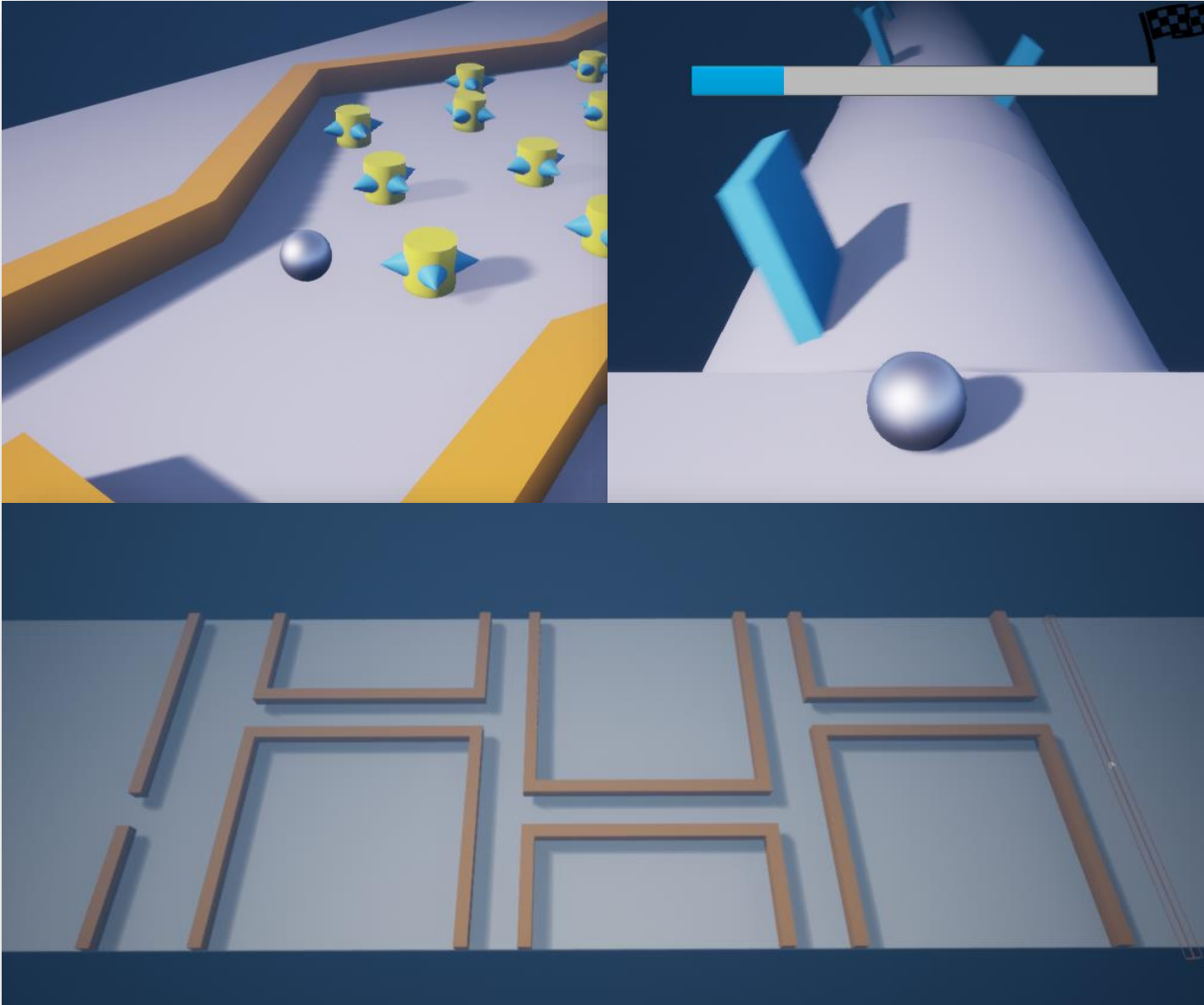# OBSTACLE RUN

Game Overview

Game Summary

Obstacle Run is a multi-stage 3D, first person, hyper casual platformer which tests the players reaction speeds and control via the unique Inertia and Momentum physics mechanics implemented.

This game is intended for players who enjoy fast paced platformers and looking for a new type of platforming experience.

Obstacle Run slowly ramps up in difficulty using an array of different levels, helping the player improve over time. The game is fit for players of most skill levels and is easy to learn.

Game Objectives

The players main goal is to make it to the finish line located at the end of each obstacle course level. To do this, they need to avoid a plethora of different obstacles. The player is forced to slowly learn and understand each level and obstacle and in doing so, slowly improve, getting faster as they go on. Players will fail if they fall off the map or collide with any coloured obstacle

Inspiration for this game comes from other Hyper Casual games found on mobile app stores such as Crossy Road and Fun Race 3D. A lot of the design and colour choices were also inspired by these games. Some of the mechanics for this game and puzzle like levels are also inspired by Mercury, a 2005 PSP game.
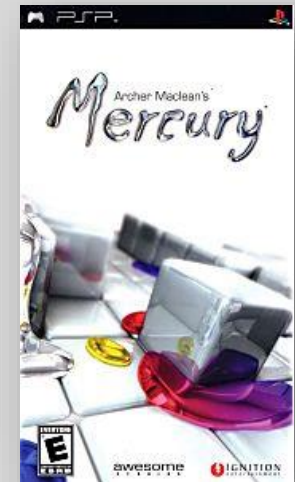
Game Progression

Obstacle Run will use a simple level system UI for progression where the player will be able to pick the levels that they want to play. Courses will be different, new obstacles will be added, certain objectives may need to be completed to progress to the finish line, each level will be different, but will slowly get harder.

Levels will progressively get harder and some will be locked until the earlier levels are completed to make sure that the player is improving at the game, not just rushing to see the next levels. To reward the player for completing levels, some type of currency could be earned to allow them to customise their player character with different colours or designs.

Stages of Development

Development Breakdown

◦ Research Stage (1 Weeks) – Researching popular HC games to develop ideas for design and mechanics.

◦ Prototype Stage (2 Weeks) – Test different ideas to see what works the best and is most fun.

◦ Game Polish Stage (2 Weeks) – Turn the best prototype into fully fleshed out game (More Levels, UI/UX, Sound).

◦ Testing and Final Changes (1 Week) – Finding any gameplay bugs that need to be fixed and adding any final features.

◦ Will be using a Agile development methodology by weekly presenting progress of the game and changing depending on the feedback gathered.

Resources Needed for Project

◦ Since the game will be using simple shapes and designs to fit the Hyper Casual Genre, I wont need any outsourced assets. For colours, ill be needing a colour scheme that makes use of complimentary colours which I can find easily.

◦ I would like to use some sounds for winning, losing, collisions and maybe some simple in game music. Ill be using Mixkit.co to get these sounds.
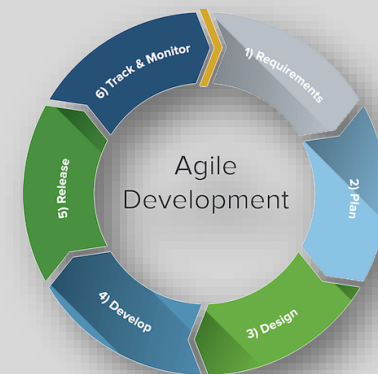
Marketing Consideration

Target Audience

◦ Platformer Enjoyers
  ◦ Interesting mechanic not seen in recent platformer games
  ◦ Interesting levels to test veteran and beginner platformer players

◦ Casual Gamers
  ◦ Simple Design and Mechanics
  ◦ Easy to learn and play, hard to master
  ◦ Lightweight – Wont take long to download and wont take up a lot of storage space

Hyper casual games is a huge market with a massive audience. It was worth $174.9 Bn in 2020 and is still growing every year.

Ill be developing this game to be played on PC but will try to make it Mobile friendly considering the majority market for hyper casual games being on that platform

Mobile
$86.3Bn
+25.6% YoY

PC
$37.4Bn
+6.2% YoY

Tablet Games
$11.4Bn
+7.3% YoY

Browser PC Games
$3.2Bn
-8.7% YoY

Smartphone Games
$74.9Bn
+29.0% YoY

Boxed/ Downloaded PC Games
$34.2Bn
+7.9% YoY

Console
$51.2Bn
+21.0% YoY

22%
20%
6% 2%
49%
43%
29%
29%

2020 TOTAL
$174.9Bn
+19.6% YoY