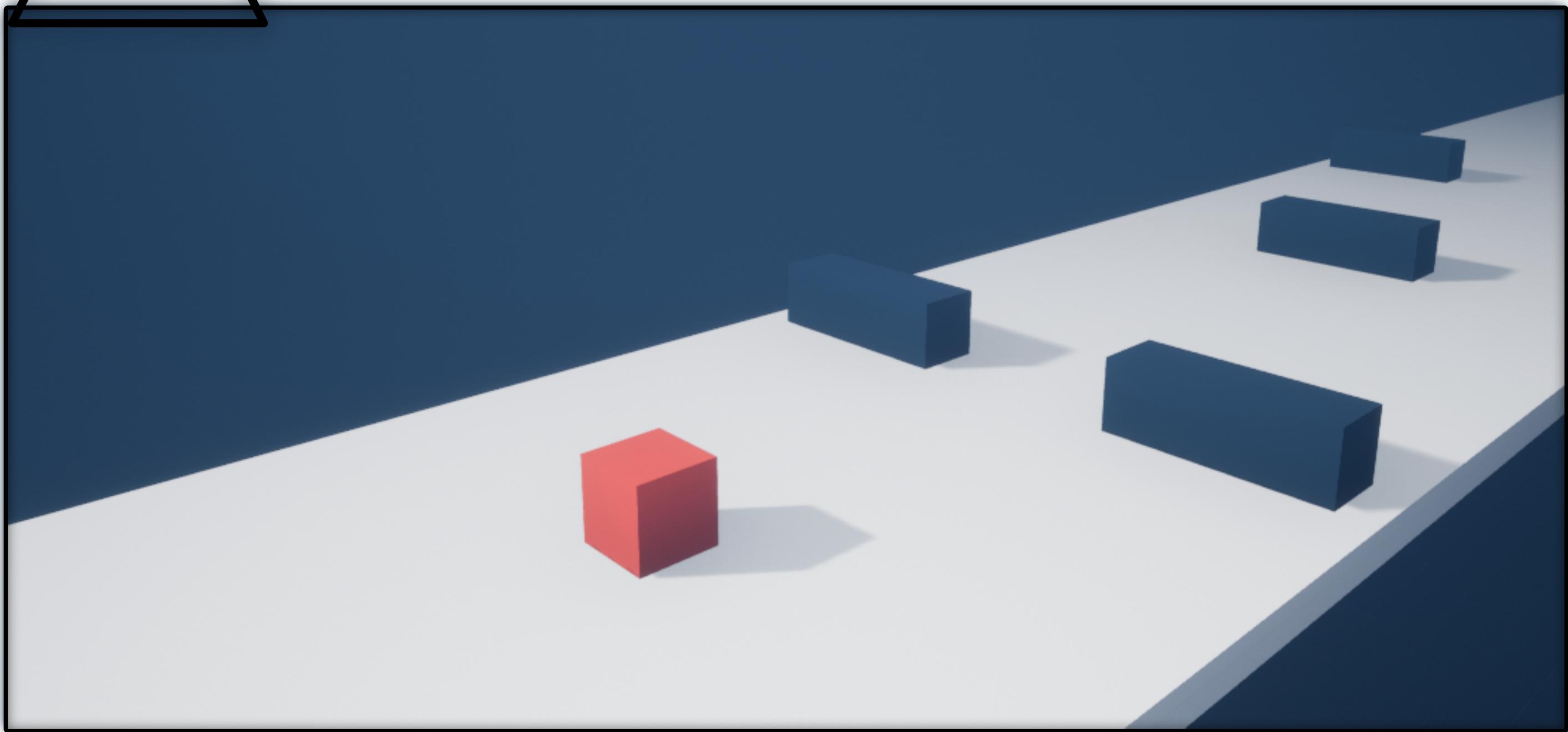




1

Runner

Game Design Document



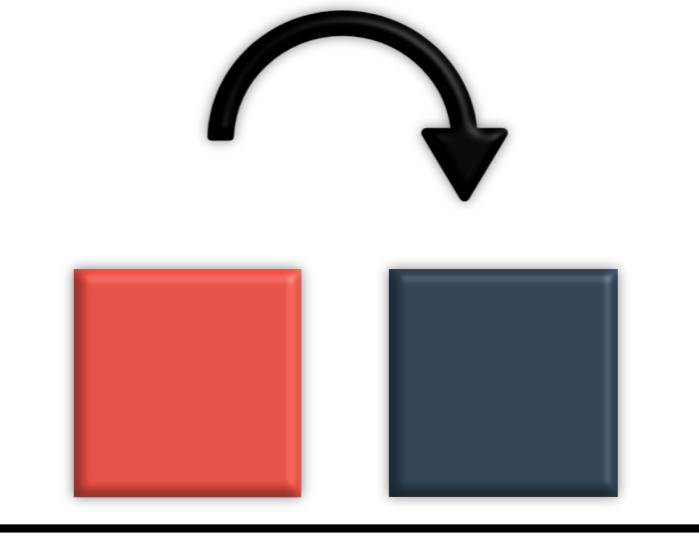


Overview

Synopsis, Genre, Core Gameplay

Top Down, Level Based, Running Platformer

- ◆ The Runner prototype is a simple top down obstacle course where the player needs to avoid obstacles which are blocking their path.
- ◆ The player will need fast reaction speed and careful control to manoeuvre the character successfully to climb through the multiple levels.
- ◆ This game is being developed for casual gamers who enjoy challenging their reaction speeds and co-ordination. It's easy to pick up and complete so perfect for someone who may not have a lot of time.
- ◆ This game gains its style inspiration from other minimalist type games such as SUPERHOT, and gameplay is inspired by popular games such as geometry dash and temple run. Due to this, I think Runner, would be popular on mobile platforms, especially due to its pick-up-and-play gameplay loop.



Runner is being designed for Windows.
future potential for mobile.





Gameplay

Overview of Gameplay



Players View

Key:

Player



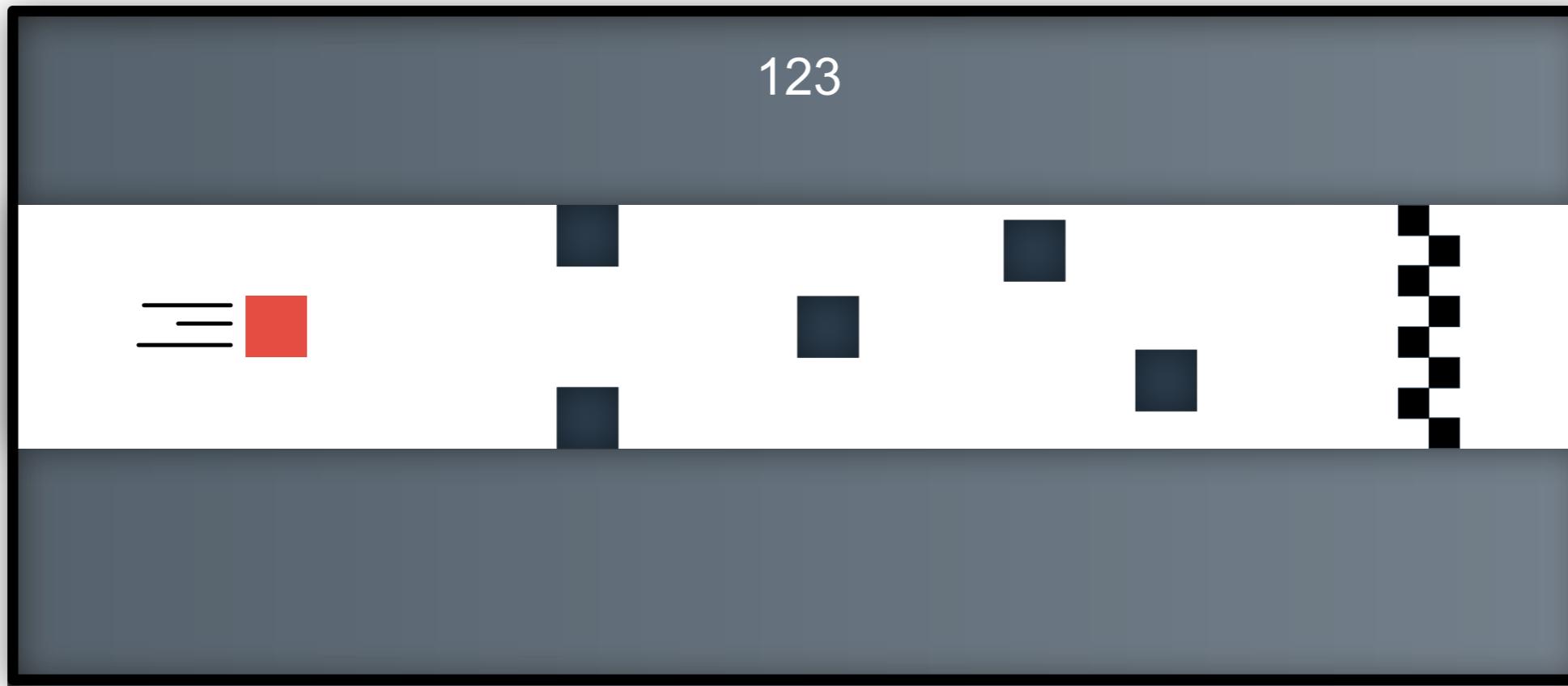
Obstacle



Finish Line



Score



Objective: Control and guide the cube through the obstacle course.
Try not to hit any obstacles or its back to the start!
The longer you can last for, the higher your score.

There will also be hidden points in each level that will boost your score if found and collected, so the player needs to keep an eye out for these collectables.



Gameplay

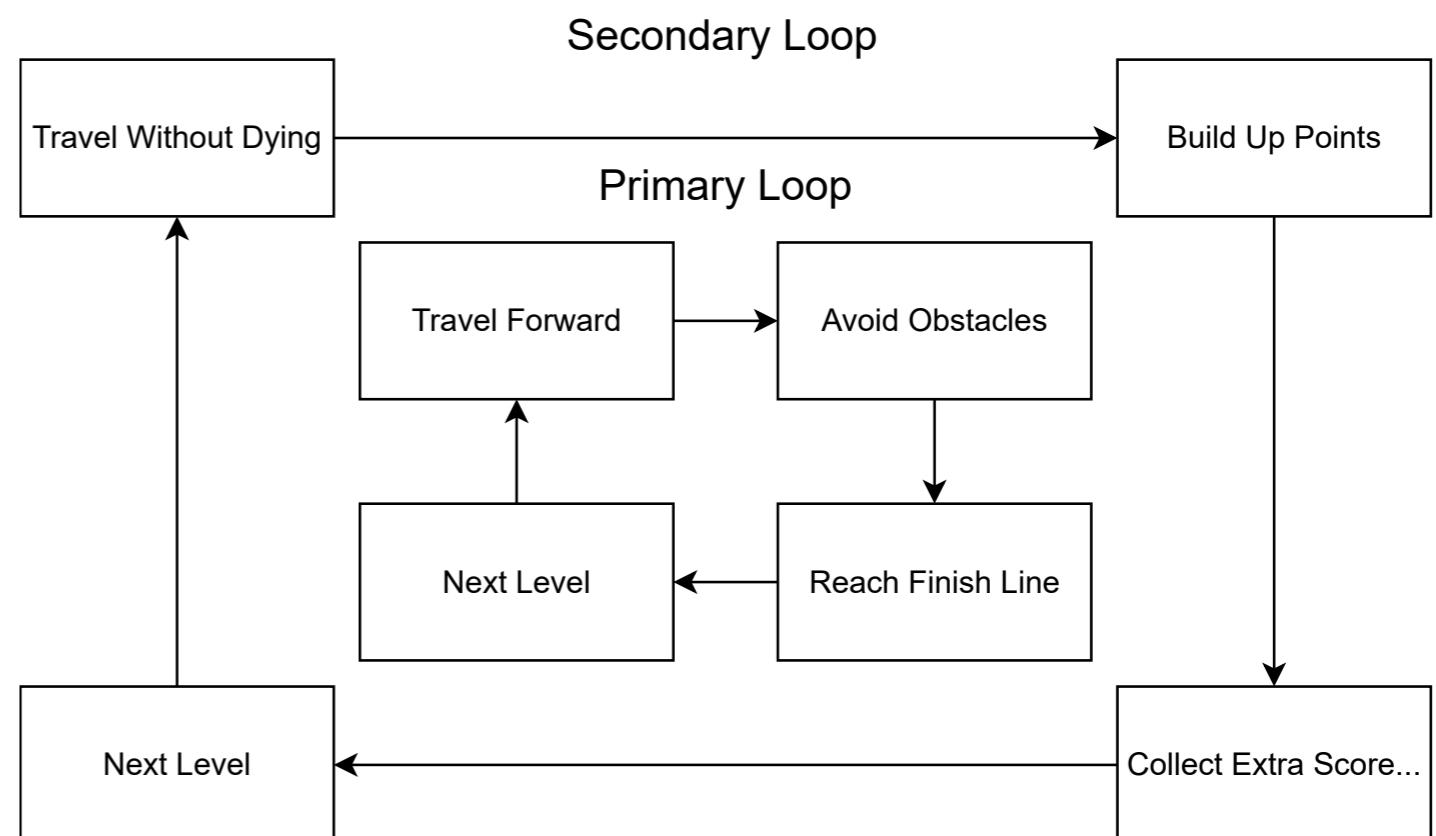
4

Overview of Gameplay Loop

Primary and Secondary Gameplay Loop

- The primary and secondary gameplay loop is shown within the graph. The Primary Loop simply is the player concentrating on controlling the character through the levels to reach the finish line on each level to then move on to the next.

- The secondary gameplay loop is tracking the players movement which then builds there score, travelling further will allow the player to generate a higher score. The player also needs to look out for extra score tokens in the level to increase the score counter more.





Gameplay

5

Player Movement and Controls

Key:

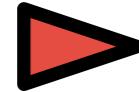
Forward Movement



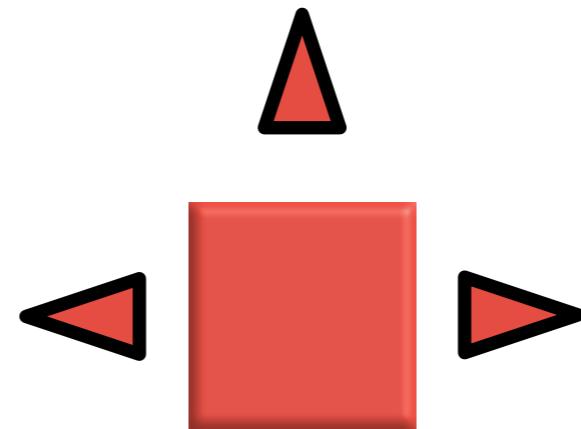
Slide Left (A or L Arrow Key)



Slide Right (D or R Arrow Key)



Player



The player will control the character via the Arrow keys or A and D. The sliding will have slight acceleration, making it harder to control the player character.

The player character will also be moving forward and accelerating, making the game more difficult the longer the player is able to survive. This also means that the faster they are travelling, the more points they can accumulate.

When the player completes a level, they will slow down and there momentum will be reset for the next level. Levels could be made harder by incorporating different textured floors that could speed up, slow down the player or have slippery textures that would make the player have less friction causing them to slide around.



User Interface (UI) & User Experience (UX)

Game Flow

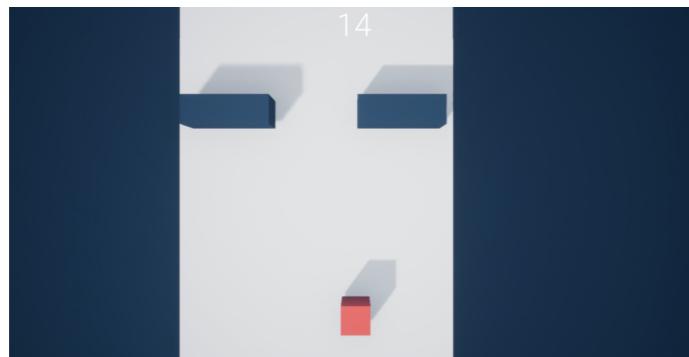
Intro Screen

Welcome To
RUNNER

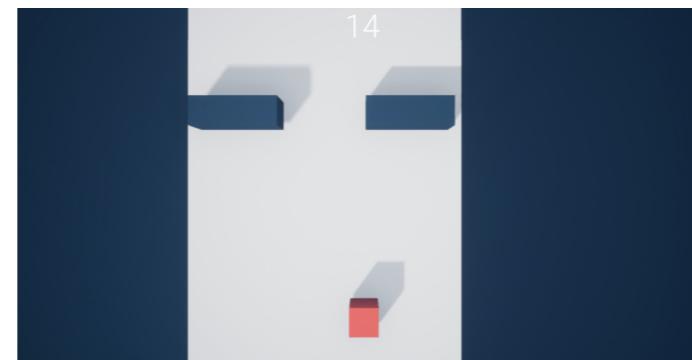
Play



First Level



Second Level



Level Complete Screen



Level
Complete

End Screen

Thanks For Playing

RUNNER

Replay
Quit

Retry Pressed

This is a example of the flow of the game and how the player will progress. As shown, the process is simple and consistent which fits the minimalist aesthetic that the games design is trying to achieve.

Progression is also kept simple with a minimalist level complete screen after each level. Once all levels have been completed, there will be a simple end screen where the user can replay the game or quit.



User Interface (UI) & User Experience (UX)

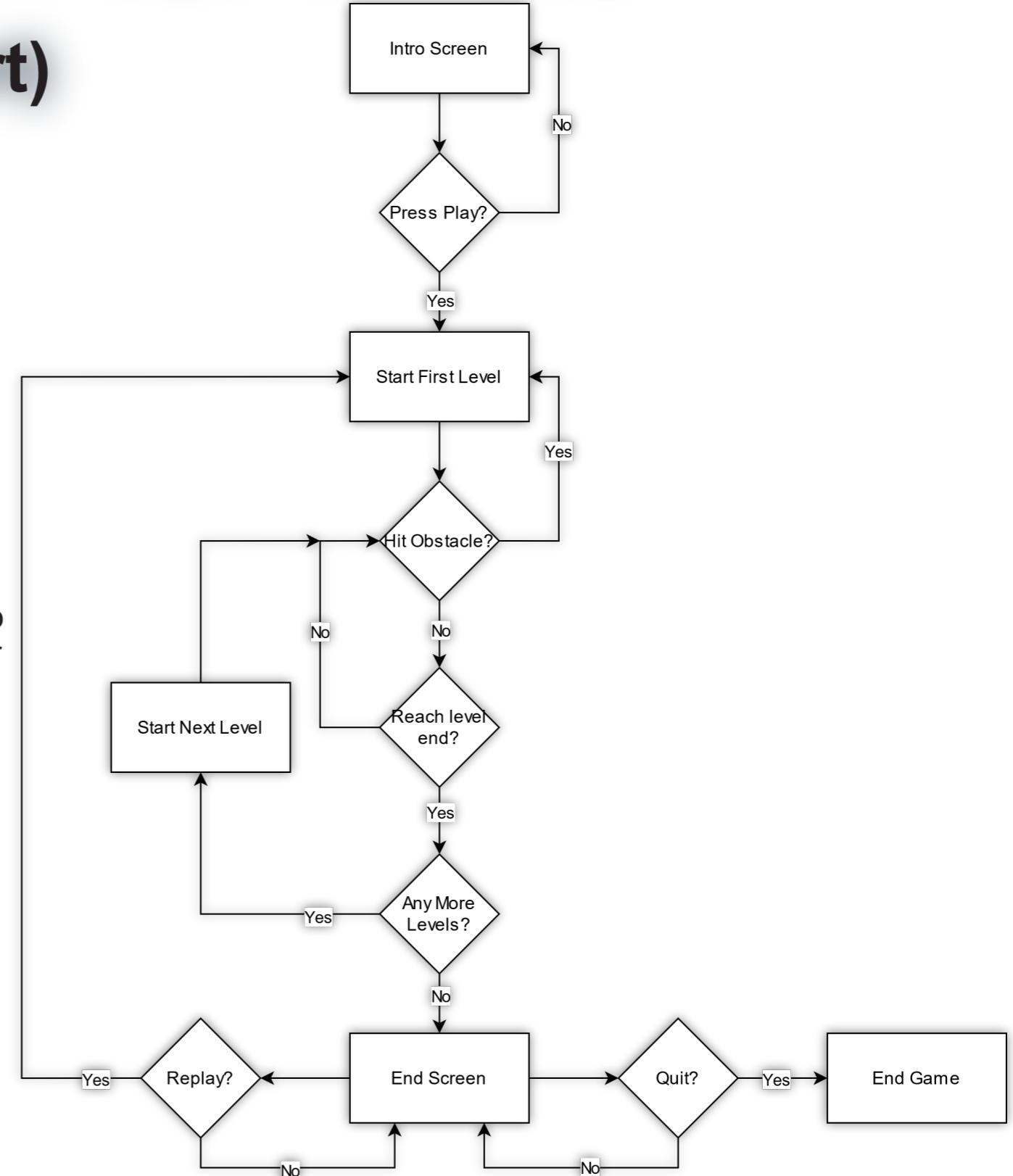
Game Flow (Flowchart)

This flowchart demonstrates some of the simple gameplay and menu logic in Runner. Again it is quite simple, but can be expanded upon easily by adding more levels without the hassle of naming a new level except from the first. This will most likely be achieved by some type of array which will hold all of the levels.

An example which shows great use of simple menus is again SUPERHOT, which just slows down the gameplay, and displays, "SUPERHOT" repeatedly on the screen. This allows the player to know that they have completed the level and gets them ready for the next. It's a very unique and fits the minimalist aesthetic of the game without using menus.



Note - In regards to the beta version





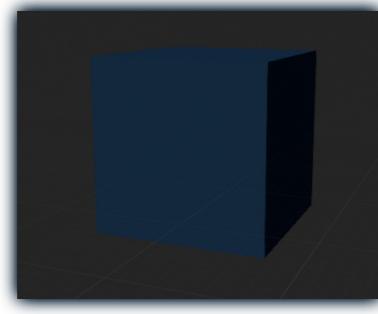
Game Design of Runner

8 Art Direction and Colours

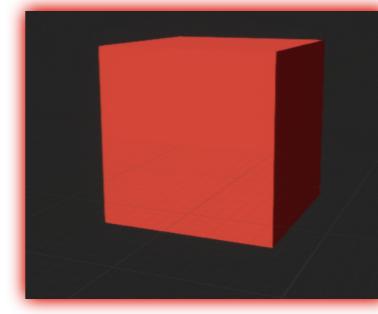
The art direction of runner is abstract and minimalist.

This is for multiple reasons including:

1. Easy to pick up and learn the game since the graphics and colour scheme wont be confusing for users of all ages.
2. Will be easier to pick up and play on multiple platforms including mobile due to simple design.
3. Easier to develop new levels which means more content can be added faster. Also grants the possibility for special levels that could have interesting/different colour schemes or graphics.



Obstacle Square



Player Square

For colour, Runner will use a flat, matte colour palette.

This helps keep Runner simple and minimalist.

Since the colours are being kept simple, they need to compliment each other or runner will not look as polished.

The colour palette being used is called “Flat UI Color Palette”
And was created by levyimage. This colour palette will be used throughout Runner to keep consistency and keep the levels looking polished.

Color	Hex	RGB
#2c3e4f	(44,62,79)	
#e54d42	(229,77,66)	
#ecf0f1	(236,240,241)	
#3a99d9	(58,153,217)	
#2e81b7	(46,129,183)	

Hex Values



Colour Palette