**GAME DESIGN DOCUMENT**



Kenji’s Run

2D Platformer

**Last Updated:**

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# 

# Mission Statement

Kenji’s Run is a platformer on which the player will have to face fierce sharks jumping for their prey. Kenji is lost and must find his way through these traitorous lands by any means necessary. Collecting as much as possible and killing as many enemies before

# Genre

2D Platformer

2D Side Scroller

# Platforms

Built for PC

# Target Audience

This game will target a wide range of players. The game will be animated and unrealistic with death and killing leaving it open to kids and young adults.

# Characters

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Kenji | Kenji is the character that the players will be playing. He is travelling through the world killing zombies that his sister has created. | The abilities that the character has is that he can Walk along the platforms, Jump and also has a ground attack and jump attack. | Looking also to add throwing knives and a slide as well. |
| Kenji Sister | This is Kenji sister. She has figured out a way to make people zombies and make them listen to her command and also has a pet shark! | She will be able to spot the character when approaches and have a ground attack and throw knives. | Will be AI controlled |
| Male Zombie | This just a basic zombie enemy. | Will spot player and attack | AI controlled |
| Female Zombie | This just a basic zombie enemy. | Will spot player and attack | AI controlled |
| Shark | This is the shark that will come out of the water between some of the platforms so you got to watch it when you jump | If shark hits player instantly will kill player. | AI Controlled |

# Gameplay

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Chest  Coins  Knife pickups (Maybe) | There is basically only health penalties at this point basically if you get hit my a zombie or get hit by Kenji’s evil sister you will lose health but if his sisters pet shark gets you then you are dead instantly. | As levels will progress Kenji’s sister will get stronger and harder to kill and so will her zombies and there will be more spots for the shark to get you as well. |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Kenji | Player is able to throw Ninja Stars and kill with his sword. Ninja Star will take one point from Zombies and Kenji’s Sister as the Sword will instantly kill the zombies and deal 5 points in damage to Kenji’s Sister. |
| Kenji Sister | She patrols the ground that she will be walking on. When the player gets close, she will start to throw Ninja Stars. She has a health system of 30 so the player is not able to kill her in one hit. Her Ninja Stars takes a life off of the player and makes a respawn at closest checkpoint. |
| Male Zombie | The Male Zombie will stand and wait for the player to get close and when he does, he will do a charging attack towards the player. Every time the zombie hits the player then the player will respawn losing a life. He has a health system of 5. |
| Female Zombie | The female zombie just patrols and when makes contact with player she will attack. If attack connects player respawns and loses a life. She has a health system of 5. |
| Shark | The Shark patrols the water when hit player respawns and loses a life. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Kill points – you will receive so many points when you kill zombies.  Coins – You will have coins you can collect through the level to gain extra score.  Chest – Will give a winning screen. | When the player collects point he will gain an extra life after so many points are collected. |

## 

# Level Design

The level design is going to be made up a few different ways. There is going to be a use of object pools for different items for example: Grounds, Coins, Enemies. Will spawn through a generator. It is going to be set up to only spawn so many times and on the last spawn is where the final enemy will show and so will the Chest after defeat of boss.

|  |  |
| --- | --- |
| Levels |  |
|  |  |
| **Level One**  Level One is a night theme with the zombies and final boss. This is also as of right now the only level with the shark. This level also has the end game chest and falling rock platforms when the player hits them and a few coins just give the player a look at everything the game has to offer right at the present time. | Created by Matt and Josh |
| **Level Two** Level Two is a water and sunset background with a few more enemies then the first level. | Created by Josh |
| **Level Three** Level Three is more based around the falling rocks. There is a special chest on this level that only PC versions of the game will get. The actual HTML Portfolio Build don’t have it. | Created by Matt |

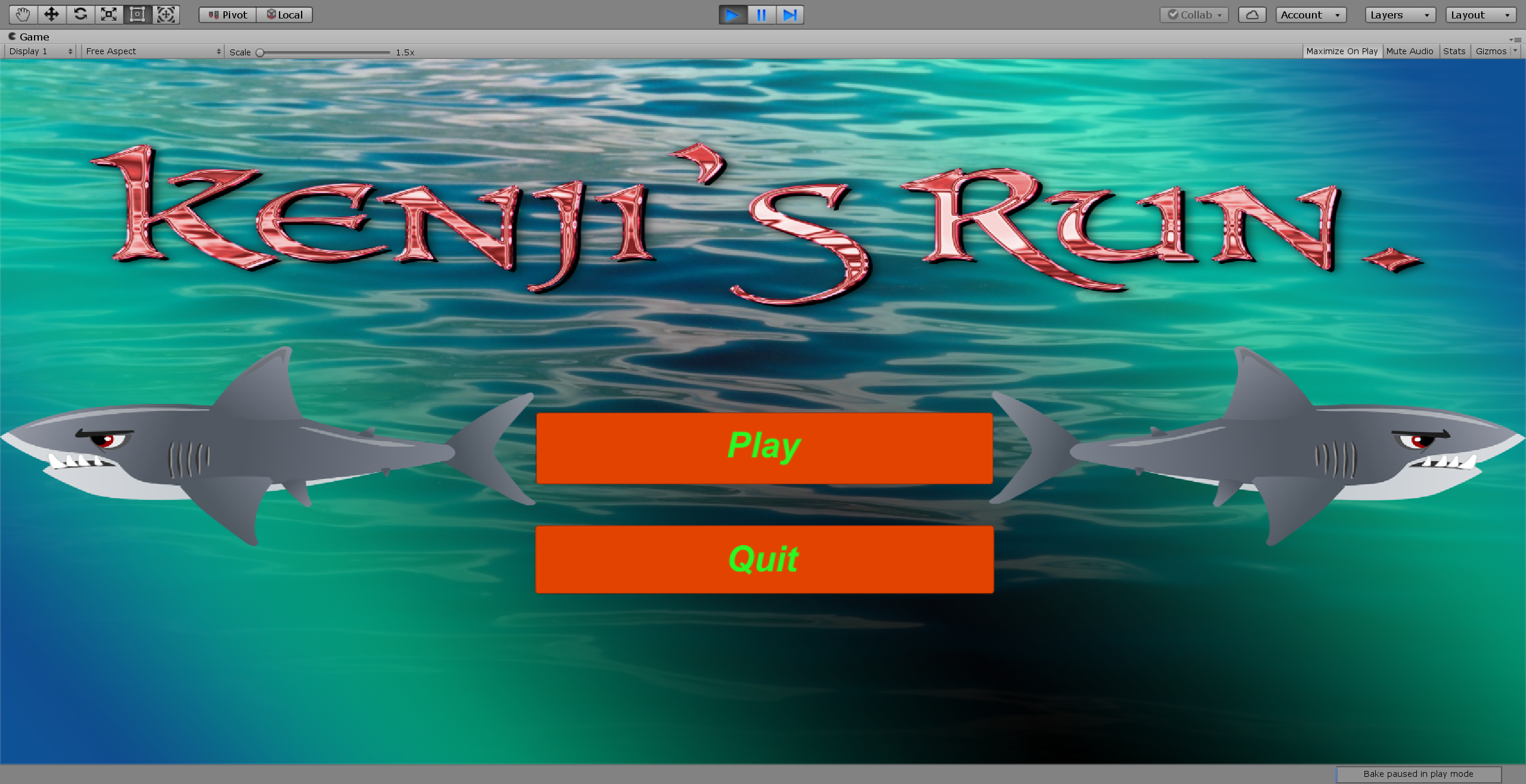
|  |  |
| --- | --- |
| Easter Eggs |  |
|  |  |
| Rick Roll  This is the surprise that only PC players will get to see. A full video rick roll that you can’t skip stop or leave. The only way you will get to leave this is by closing the game. | Created by Matt  Song by Rick Astley “Never Going TOo Give You Up” |

# Control Scheme

|  |  |
| --- | --- |
| Button/ Touch Input |  |
| A  D  W & Spacebar  Left Button Click  W + Left Button Click / Spacebar + W  ESC Button | Walk Left  Walk Right  Jump  Ground Attack  Jump Attack  Pause Game |

# Menus & User Interface & Heads Up Display

## Main Menu

The menu is pretty straight forward for the game to start off with it has two buttons the play button with take you right to the First Level of the game. The quit button will exit the game

## Pause Menu

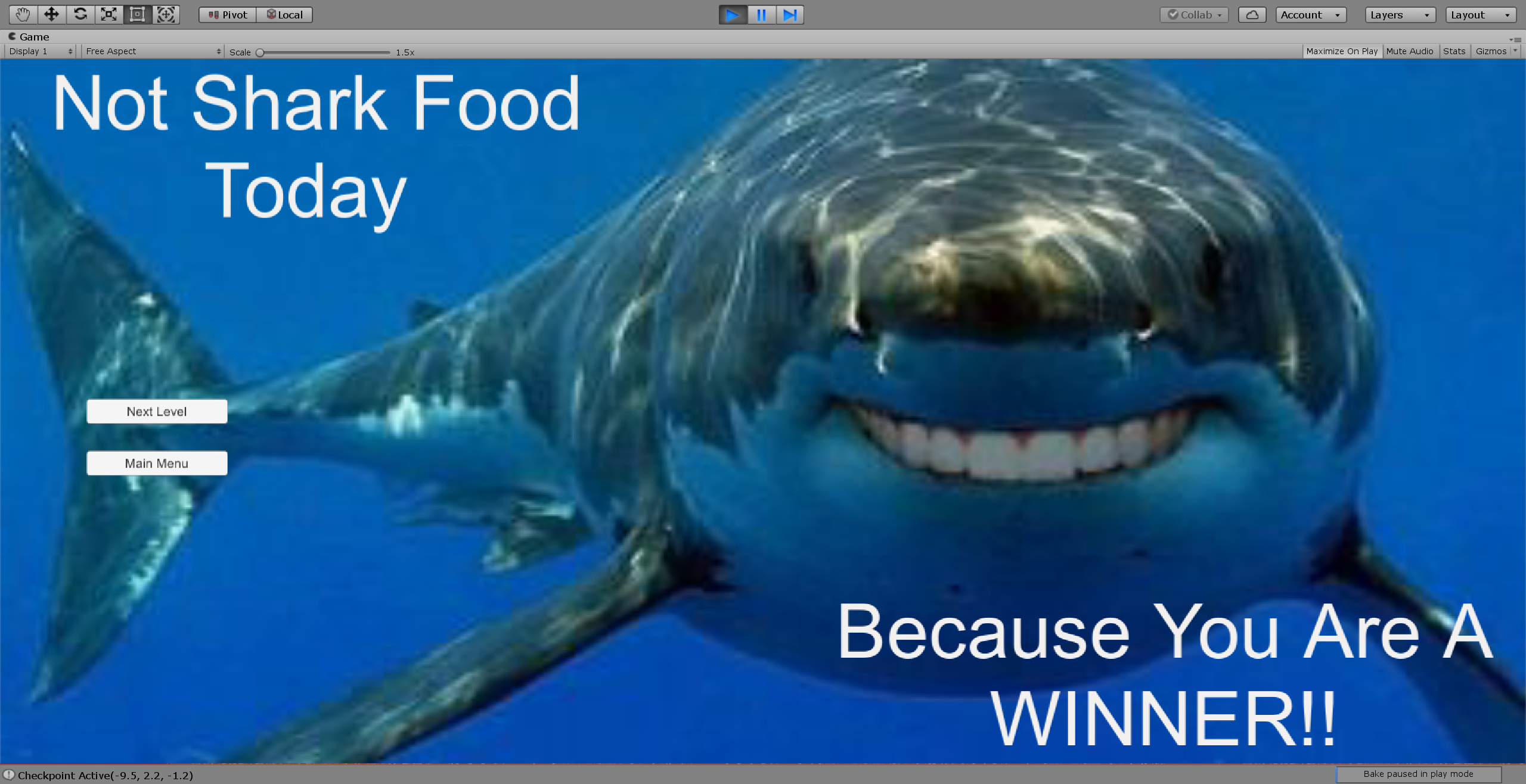
The pause menu is just an overlay on the game that has three buttons. Resume that continues the game. Restart that will restart the level and Main Menu that will take you back to the menu.

## Game Over

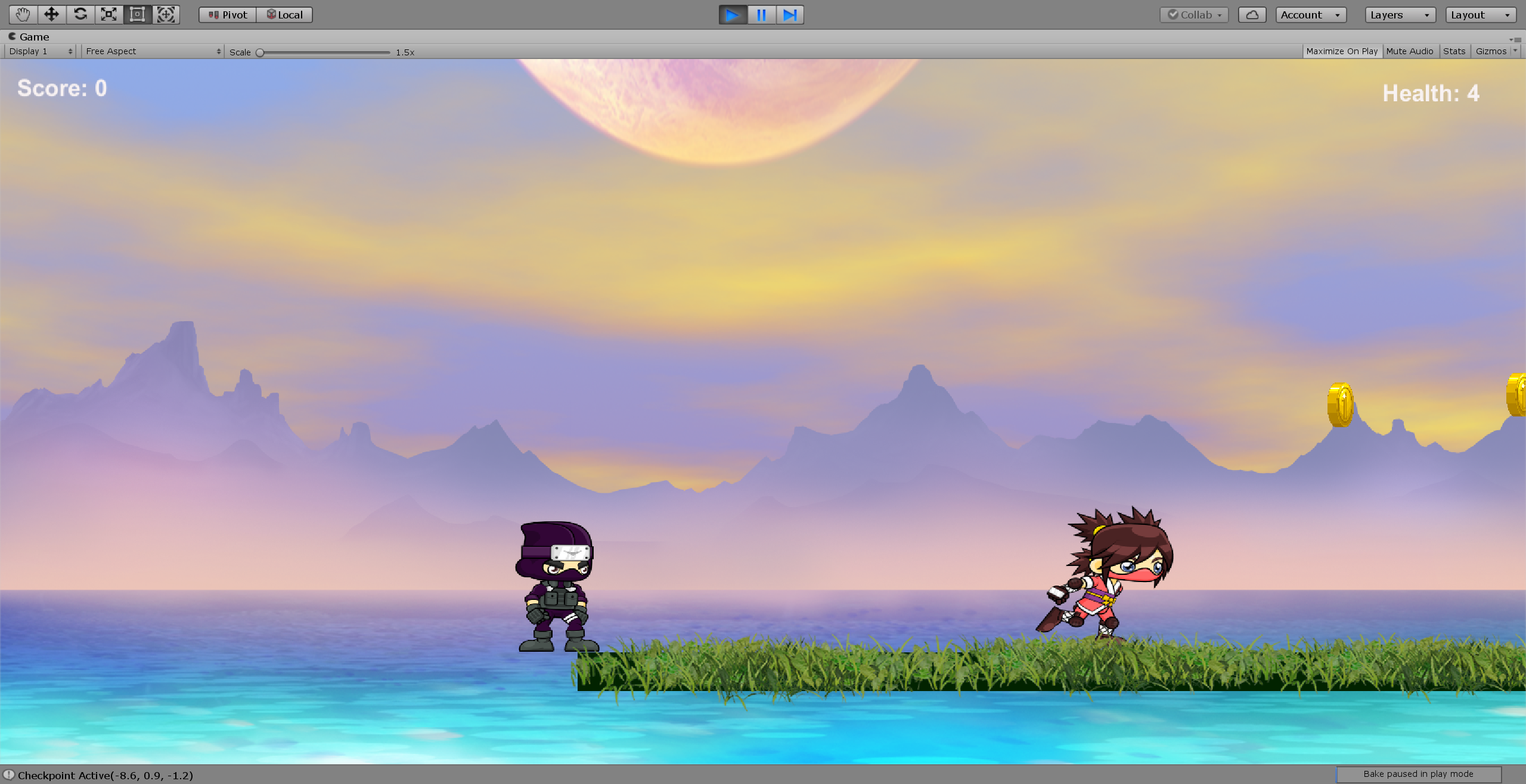
The Game Over screen is basically the same as the pause screen. Just this time it has two buttons Restart and Main Menu.

## 

## Game Win

****The Game Win screen is an overlay again like the last two. This one has a funny little background with it. There is two buttons as well the one that says Next level will take you to the next level of the game as the Main Menu button takes you to the main menu to quit.

## HUD

****The HUD is basic right now with just a Score and Live’s.

# Trello & Portfolio Links

## Matt’s Portfolio

http://triosdevelopers.com/~M.Beaton/unity.html

## Josh’s Portfolio

## Trello Page

https://trello.com/b/D2L4ddLI/shark-attack