**GAME DESIGN DOCUMENT**



Kenji’s Run

2D Platformer

**Last Updated:**

10/24/2018

**Prepared By:**

Josh Cove

Matt Beaton

**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

# 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.

# Storyline & Characters

The purple ninja has mastered the art of running and jumping. His sword craft vs the vile zombie and evil sister ninja is equaled by none.

|  |  |  |  |
| --- | --- | --- | --- |
| 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 gotta 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 pick ups(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 | Ground Sword Attack / Left Button Click  Jump Attack / Spacebar + Left Button Click  Walking / A & D or Left and Right Buttons  Jump / Spacebar |
|  |  |
| **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 - after you beat Kenji’s sister there will be a chest you can collect a prize from to end the level. | 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 Tutorial Level. | There will be different enemies and pot holes and platforms to jump on to complete the level. It has a night looking background. Grass like ground with hopefully water in front of it and rock like platforms. |

# Control Scheme

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| A  D  Spacebar  Left Button Click  Spacebar + Left Button Click | Walk Left  Walk Right  Jump  Ground Attack  Jump Attack |