

Game Design Document

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Game Overview

High Concept (Elevator Pitch)

It's the classic Chrome dinosaur game with a notable difference. Each time you reach a certain score milestone you evolve. The next time you die you will spawn in as a different dinosaur with unique mechanics and gameplay. Ideas for this include a triceratops with the ability to run through cacti or a pterodactyl who can fly freely up and down.

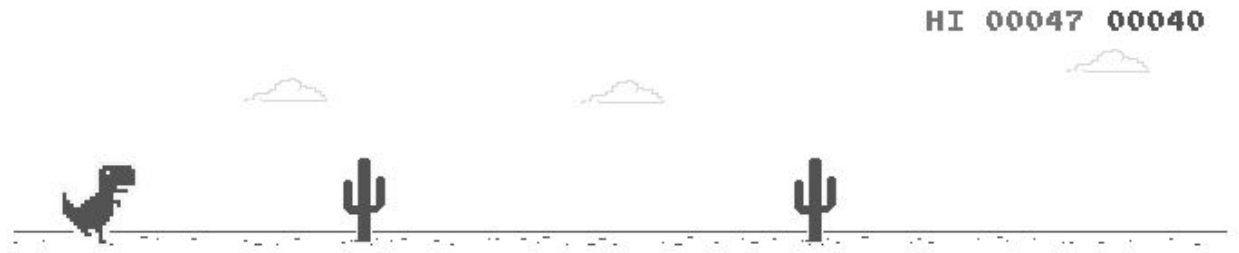
Game Summary

In this game the player controls a dinosaur with the ability to jump, crouch, and fast fall. These abilities are all used in order for the player to avoid incoming obstacles such as cactuses and pterodactyls. The player is always running and obstacles never stop and the speed slowing increases as time goes on. The goal is to run as long as possible without colliding with an obstacle.

Gameplay

First Minutes

The initial impression of the game is basically how the game continues to be the whole time. The player is running and sees incoming cactuses which they have to jump over to avoid. It gives the players a bit of nervousness as the game quickly starts and there is no way for them to pause until they lose. The game is meant to be easily understood once it starts with very little instruction or thinking needed as the game goes on.



Game Flow

The game is an endless runner, meaning that the game does not stop until the player loses. The player is able to jump, crouch, and fast fall. With the addition of the plus content we plan on having the player have different abilities that correspond with different dinosaurs.



Victory/Lose Conditions

The game has no true victory condition. The purpose of the game is to survive as long as possible, there is no real way to “win”. The lose conditions are when the player hits an obstacle, such as a cactus or a pterodactyl, and the game is over and they start over.



Target Audience

The target audience for this game is people of around 8-18 years old and is targeted towards younger people who want something simple to play without having to really think about it. This game is planned to be rated E for everyone as there are no harmful or violent elements in it and it is simple enough to be played by anyone.

Pitch Notes

- Plus content is too ambitious, might need to cut some ideas out or do updated visuals instead of some new characters and abilities
- Need either 3 new characters or 1-2 with updated visuals, don't have 1 new character with original low quality visuals
 - Ended up cutting the velociraptor and putting more focus on the pterodactyl, triceratops is still a possibility but not a guarantee
- Need a direction with where we want music to go/sound like

Milestone 1 (Alpha)

- Random ground, obstacle, cloud, and enemy generation is implemented
- Constant movement mechanic is implemented
- Jumping mechanic is implemented but still being worked on
- Fast fall mechanic is implemented is implemented
- Crouch sprite change is implemented
- Dino run animation is implemented but being worked on
- Game over screen and restart button are implemented but being worked on
- Some cactus sprites and cloud sprites are implemented
- Pterodactyl flying mechanic is implemented but being worked on