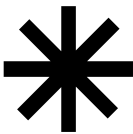


Magic Knight JetStream

Game Design Document

Game Overview

Title:	Magic Knight JetStream
Genre:	Hyper Casual
Perspective:	Side Scrolling Runner
Theme:	Fantasy
Visual Style:	Pixel Art
Target Audience:	Hyper Casual Gamers who also likes fantasy and jetpacks
Target Platform:	Windows OS, iOS, Android
Game Engine:	Unity
Business Model:	Free to Play



01: Story & Gameplay

#	Story & Gameplay
1	<ul style="list-style-type: none">Story: The Magic Knight needs a few coins to open his magical shop in the town which is why he must collect them from the dark forest, the hill and the underwater ruins filled with traps. To navigate such dangerous places he invented a pair of magical boots that will allow him to jump great distances with the help of some explosive fiery magic.
	<ul style="list-style-type: none">Core Gameplay:

2

Click or touch the screen to ascend the player character and let go of the touch or click to make the player character descend.

Collect a certain amount of gold coins that spawn randomly during a level to proceed to the next level while avoiding obstacles that will kill the player character and fail the level if the player character collides with them.

The magic shield pick up can be picked up to make the player character invulnerable to all obstacles for a certain period of time.



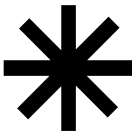
02: Characters, Collectibles and Obstacles

#	Characters, Collectibles and Obstacles
1	<ul style="list-style-type: none">• Characters:<ul style="list-style-type: none">- The Magic Knight
2	<ul style="list-style-type: none">• Collectibles:<ul style="list-style-type: none">- Gold Coins- Magic Shield
3	<ul style="list-style-type: none">• Obstacles<ul style="list-style-type: none">- Chainsaw Traps (Rotating, Single, Double)- Magic Missile



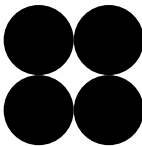
03: User Interface/Screens

#	User Interface/Screens
1	Main Menu
2	Game Over Panel
3	Victory Panel



04: Levels

#	Levels
1	Forest
2	Hill
3	Underwater Ruins



Assets and Resources

#	Assets and Resources
1	<div><ul style="list-style-type: none">• Art- Player Character<p>Pixel art fantasy knight</p><ul style="list-style-type: none">- Parallax Backgrounds<p>Pixel art dark forest, sunset hill and underwater ruins</p><ul style="list-style-type: none">- Gold Coin Sprites<p>Pixel art gold coin</p><ul style="list-style-type: none">- Ability Icon<p>Pixel art sword icon</p><ul style="list-style-type: none">- Chainsaw Trap Sprite<p>Pixel art chainsaw trap</p><ul style="list-style-type: none">- Magic Shield Sprites</div>

	<p>Pixel art magical shield</p> <ul style="list-style-type: none">- Magic Missile Sprites <p>Pixel art magic missile</p>
2	<ul style="list-style-type: none">• UI <ul style="list-style-type: none">- Coins UI <p>Simple text UI to display total collected coins and the coins required to proceed to the next level.</p> <ul style="list-style-type: none">- Ability Button <p>A button to use the player ability</p> <ul style="list-style-type: none">- New Game Button <p>A button used for starting the game</p> <ul style="list-style-type: none">- Reset Save Button <p>A button used to reset save data.</p> <ul style="list-style-type: none">- Quit Game Button <p>A button that is used for quitting the application if used on the main menu. Will return to the main menu if used during a level.</p> <ul style="list-style-type: none">- Retry Button <p>A button used for restarting the level after a player death event.</p> <ul style="list-style-type: none">- Next Level Button <p>A button used for proceeding to the next level after the victory condition is fulfilled.</p>
	<ul style="list-style-type: none">• Programming <ul style="list-style-type: none">- Player Controller Script <p>A script used for controlling the player character and contains data about the player</p> <ul style="list-style-type: none">- Generator Script <p>A script used for generating random objects at random places on random intervals.</p> <ul style="list-style-type: none">- Background Mover Script <p>A script that is used for moving the parallax background so that it looks like the player is moving.</p> <ul style="list-style-type: none">- Object Mover Script

3	<p>A script that is used for moving various objects so that it looks like the player is moving.</p> <ul style="list-style-type: none">- Main Menu Manager Script <p>A script used for the main menu functions</p> <ul style="list-style-type: none">- Game Manager Script <p>A script that is used for managing some general things in the levels.</p> <ul style="list-style-type: none">- Various Identifiers <p>Empty scripts used for identification purposes.</p> <ul style="list-style-type: none">- Chainsaw Trap Controller Script <p>A script used to rotate the chainsaw traps.</p>
4	<ul style="list-style-type: none">• Animation <ul style="list-style-type: none">- Player Character Animations <p>Running, Jumping, Falling, Ability, Magic Shield and the Magic jetstream animations for the player character.</p> <ul style="list-style-type: none">- Chainsaw Trap Animations <p>Rotating and moving animation for the chainsaw trap.</p> <ul style="list-style-type: none">- Gold Coin Animation <p>Rotating animation for the gold coin.</p> <ul style="list-style-type: none">- Magic Missile Animation <p>Magical rotating animation for the magic missile.</p>
5	<ul style="list-style-type: none">• SFX and Music <ul style="list-style-type: none">- Main Menu Music- Forest Level Music- Hill Level Music- Underwater Ruins Level Music