Generic Blank Game Design Document (GDD)

Your Game Logo



***‘Catchy Game Tagline’*** - you

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# 1 Game Overview \*

Title: Jump Jump run

Platform: PC Standalone + iOS & Android, VR, XBox, Switch,

Genre: 2D platform adventure game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: Dec 2017

Publisher: Yue Huang

Description: Jump Jump run is a 2D platform game like super Mario. The player starting at the left side of the level and heading to the end of the level, which is the right end. The player has to avoid potential enemies or damages which would hurt player.

# 2 High Concept\*

Jump Jump run set the player in a platform full of enemies/monsters which would kill or hurt the player and he has to run the the end as soon as possible.

# 3 Synopsis\*

You need to pass or kill al the enemies in order to get to the final boss which you would definitely kill him and save the world.

# 4 Game Objectives\*

The Objective of this game is to get to the end of the level and get into next one and finally get to final boss.

# 5 Game Rules\*

The game level has been set with enemies and

# 6 Game Play\*

Arrow Up/Space – Jump

Arrow Right – Going right

Arrow Left – Going left

## 6.1 Game Controls

### 6.2 Maps

# 7 Players (optional)

## 7.1 Characters

## 7.2 Metrics

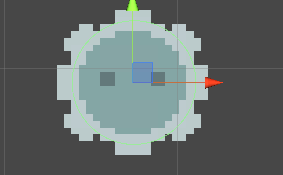
## 7.3 States

You have 3 lives/hearts that you can lose

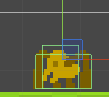
## 7.4 Weapons

# 8 NPC (optional)

## 8.1 Enemies

 Spinsaw – Going up and down

 Spikes - Would hurt player 1 life

 Spider - Going towards the player

 GreenWiggle – Going right to left routinely

### 8.1.1 Enemy States

### 8.1.2 Enemy Spawn Points

## 8.2 Allies / Companions

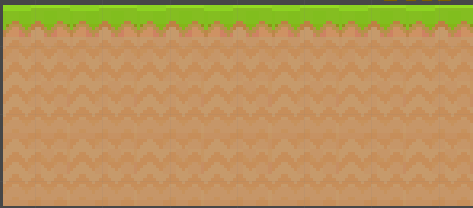
### 8.2.1 Ally States

### 8.2.2 Ally Spawn Points

# 9 Art \*

## 9.1 Setting

## 9.2 Level Design



The Game was made with this kind of ground and moving-platform

## 9.3 Audio

Time.mp3

9.4 What you Developed