

# Explore Your Life

## Design Document

### Overview

#### Project Purpose

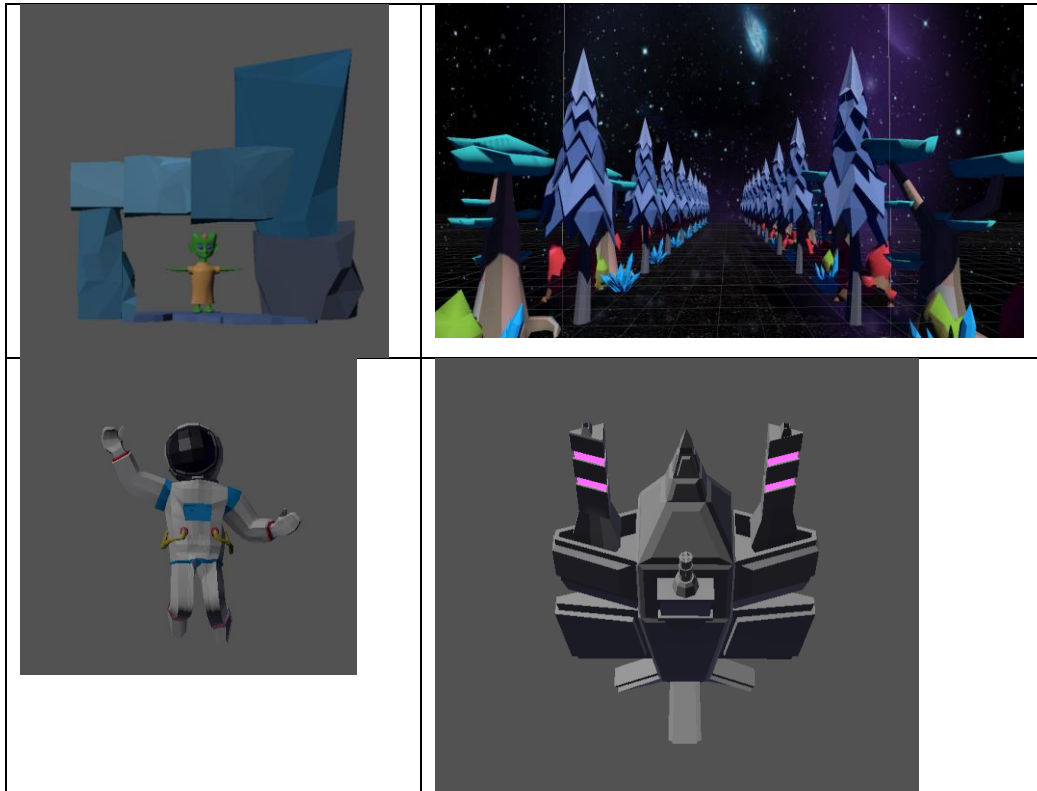
This 3D worlds, each world is represented as a level, which can be open with collected coins. The main aim of the game is to educate especially kid, teenagers or adults with true facts of Space, Desserts, Underwaters worlds.

#### Target Audience

This experience is targeted at users who enjoy:

- Game controls and endless games like [Subway Surf](#)
- Running game and customization like [Angry Gran Run](#)

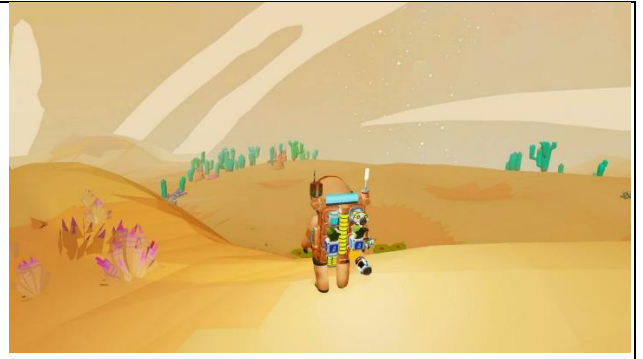
#### Concept art (From Unity Asset Store and CG Trader)



## Reference examples



*Angry Gran Run*



*Astroneer*

## Project Requirements

Shaders / Materials	<ul style="list-style-type: none"> <li>- Neon colors</li> <li>- A bit of fog</li> </ul>
Lighting	<ul style="list-style-type: none"> <li>- Dark</li> <li>- Light should be baked</li> </ul>
Animation	<ul style="list-style-type: none"> <li>- Sliding left and right</li> <li>- Jumping</li> <li>- Sitting</li> </ul>
VFX	<ul style="list-style-type: none"> <li>- Sliding effect</li> <li>- Explosion Run into obstacles</li> <li>- Effects for collecting money</li> </ul>
Camera	<ul style="list-style-type: none"> <li>- Third person follow</li> </ul>
Post-processing	<ul style="list-style-type: none"> <li>- Bloom</li> </ul>
Audio	<ul style="list-style-type: none"> <li>- Active background music for main game</li> <li>- Collecting money</li> <li>- Jumping, sliding, sitting</li> <li>- Menu/pause music</li> </ul>
UI	<ul style="list-style-type: none"> <li>- Settings</li> <li>- Menu</li> <li>- Dialogs</li> <li>- Score(money)</li> <li>- People with hear disabilities</li> </ul>
Settings	<ul style="list-style-type: none"> <li>- Music</li> <li>- Effects</li> <li>- Back to Menu</li> </ul>
Menu	<ul style="list-style-type: none"> <li>- Play</li> <li>- Quit</li> <li>- Settings</li> <li>- Level Selection</li> <li>- Store</li> </ul>
Store	<ul style="list-style-type: none"> <li>- Costumization</li> <li>- Buying Levels</li> </ul>

