Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

Roles:

Director: Stephenie Wooten

Producer: Zeke Lacy

Tech Lead: Olivia Meadows

Game Design: Olivia Meadow

Sound Lead: Imanuel Urrutia

# Game Overview

## High Concept (Elevator Pitch)

Our Master copy is on the no internet Dino Run, having it as a two’D platformer. Our plus content would be converting the original platformer into a chicken run themed game.

## Game Summary

A platformer with moving enemies. The player will try to get from the start to the end of each level.

# Gameplay

## First Minutes

The first few minutes of our Master copy level of the Dino run will feel like a normal 2D platformer game, the character moves by the player controlling them with their keyboard. If the player touches either a cactus or pterodactyl the character will be reset to the beginning of the level.

In the Plus Content level, it will feel the same way except the “enemies” are changed to a bear trap and a farm hound.

## Game Flow

The game will be played via the keyboard, specifically the arrow keys and the space bar. The character (Dino or Chicken) will run across the screen towards the right side using the right arrow key to go right. The character will also need to jump over enemies using the space bar. The character can perform two jumps before they must land before being able to jump again.

## Victory/Lose Conditions

The level is won when the character reaches the goal where they will be taken to the next level. The level is lost if the character touches one of the enemies where they will be immediately sent back to the beginning of the level to try again.

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

Schedule

● Day 1

○ Meet up with teams, spend a little time testing games out and choosing a game to copy ○ Split halfway for programmers to start on prototype schedule, others to practice with Unity

● Day 2

○ Prototyping

● Day 3

○ Planning Day ○ Groups reform and create schedules for all remaining things. ○ Pitch Preparation ○ Prototyping

● Day 4

○ Prototyping ○ Pitch Preparation

● Day 5

○ Pitches

● Day 6

○ Workday

● Day 7

○ Workday

● Day 8

○ Workday

● Day 9

○ Presentation Preparation ○ Final polish and fixes ○ Capture video of game, so you don’t have to play live! ● Day 10 ○ Presentations