

Game Design and Development- Game Design Document

TECH 3650 – Malcom Wabara

Arian J. Gonzalez

May 8, 2017

**Contents**

1. Gameplay
2. Game World
3. Core Mechanics
4. Game Balancing
5. User Experience
6. Level Design
7. GAMEPLAY

You Can’t Catch Me is an endless runner that is defined by two things: The player-controller avatar cannot stop its forward velocity, and it has feet. It rewards the player depending on speed. The main character is a robber who stole money from a lady, and the lady run after the character. As the character advances, it increases the speed and it doubles the score. The game focuses on two challenges; Physical Coordination Challenges, and Economic Challenges.

1. GAMEWORLD

You Can’t Catch Me takes place in a suburban setting and inside of an apartment. The character is endlessly running in a small urban town, and inside of an apartment. The only occupants in the game are the player and the enemy. The enemy is a lady who has been robbed by the player. The lady who is aggravated chases him endlessly.

1. CORE MECHANICS

The Core Mechanics in You Can’t Catch are:

1. Physics
2. Internal Economies
3. Progression Mechanism
4. GAME BALANCING

You Can’t Catch Me is a Player vs. Environment game. It is well balanced preventing the game from being neither too easy nor too hard. When obstacle approaches the player, the obstacle can be avoided by jumping or sometimes by simply changing lanes. As a Player vs. Environment the player has the chance to see which obstacles are approaching. As the player advances in the environment the speed increases and player still has the chance to see which obstacles are approaching.

1. USER EXPERIENCE

You Can’t Catch Me is very user-friendly. There are only four keyboard keys used in the game. Left-Arrow Key turns player to left, Right-Arrow Key turns player to right, Up-Arrow Key execute a Jump function and lastly ESCAPE key pauses the game. When game executes, it starts a main-menu that can be easily use with a mouse or the Up and Down keys. The main-menu provides a detailed How-To-Play instruction. When player dies, the game executes a Game-Over menu that displays the player’s statistics such as score, total time, high-score, money, and total money amount. It allows the user to either play again, go to main menu, or quit the game. The camera model will focus on the enemy character and main character at the beginning of the game, after 3 seconds it will only focus on the main character in a Third-Person Perspective.

1. LEVEL DESIGN

The level design was created using a 3D modeling tool called MAYA. However, some objects like trees, bench, and house furniture where downloaded directly from the asset store in Unity. In the initial condition of the level design the player only faces one Character enemy however, all obstacles are considered enemy as well. All the challenges the player face in the level are in a linear sequence. The termination condition of the game is it can only be lost and never won. Lastly, the level design layout is a linear, meaning the player can only go to one direction.