Dasher

Naka
Nov/2022

Overview

Name:
Dasher

High Concept:
Dash through different terrain to get to the flag.

Genre:
2D Platformer.

Target Audience:
[L] - Casual

Action, Mastery, Achievement.

Gameplay

Inputs:
Touch - Dash towards input. (small yet noticeable internal cooldown)

Objects:
Terrain - Blocks the player can use to achieve its goal. Different terrain has different properties (such as friction & bounciness).

Flag - Reaching it completes the level.

Gem - Resets Dash ICD.

Objectives:
Get to the flag.

Visual

Style:
.Style - Pixel/Vector/Flat.
.Color Palette - Vivid Colors.
.Shadow - Blob

-Player (Idle, Dashing, Falling, Landing)
-Dash Resetting?
-Motion Dust (Dashing, Landing)
-Goal
-Terrain (Bricks, Ice, ???)
-Dash Resetter (Idle, Respawning - Could be done through code)

References:
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Audio

Style:

.Music - Energetic (simple?)

.SFX - Small duration, crisp

Focus:

.Music -

-Main Menu [3]

-Game (variations for each theme?) [2]

.SFX -

High action feedback, every action must have differentiable feedback.

-Dash [3]

-Dash ready [1]

-Terrain (each) [2]

-Level success [3]

-Menu buttons [2]

References:

-Crossy Road

Narrative

Story Elements:

World Elements:

Interface

UX:
[Mobile]
HUD
-Pause [Btn]

Pause Menu
-Play [Btn]
-Music Enable [Btn]
-SFX Enable [Btn]

Main Menu
-Play / Level Selector [Btn]
-Play / Arcade Mode [Btn]
-Skin Selector [Btn]
-Settings [Btn]

Skin Selector
-Return [Btn]
-Coin [Text + Image]
-Skin [Image] + Use/Buy [Btn] (Multiple)

Settings
-Return [Btn]
-Music Enable [Btn]
-SFX Enable [Btn]
-Language Selector [Btn]
-Report Bug

UI:
.Text Font -
.Style -
.References -

Team members -
Pedro Nakamura - Lead Designer, Programmer