# Game Design Document Outline

1. Title Page
   1. Parkour Rage - Run for your life
   2. Copyright Information
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Version : version 1.0

1. Table of Contents – Make sure this includes all the subsections to make finding material.If practical, hyper linking the document will help here.
2. Design History – This is a change listing quickly describing each major version and changes.
3. Game Overview
   1. **Game Concept**

Parkour Rage is a single player run and jump concept game . Player should run without getting caught by the opponent. He should cross over the obstacles to reach the destination. In the mean time, he can get coins to increase his score.

* 1. **Feature Set**
* Collect rectangular piece of coins to increase player's score
* Boost energy of player based on his score
* Increase game speed after running long distance
  1. **Genre**

Parkour Rage is a thriller game. Theme is based on escape story of a detective from terrorist group.

* 1. **Target Audience**

Ages above 6

* 1. **Game Flow Summary**

The game has the player taking on the role of a detective who have secrets of terrorist group and is chased by terrorists.

* 1. **Look and Feel**

The player is chased through forest/city with variety of obstacles in between. As the game speed increases, the player should be conscious to get rid of obstacles without losing energy.

* 1. **Project Scope** 
     1. **Number of locations**

City or high land/ forest

* + 1. **Number of levels**

This is an endless game with one level.

* + 1. **Number of NPC’s**

Enemy (Terrorist)

* + 1. **Number of weapons**

No weapon

1. Game play and Mechanics
   1. Gameplay
      1. **Game Progression**
      2. **Mission/challenge Structure**
      3. **Puzzle Structure.**

No puzzle

* + 1. **Objectives**

To pass all the challenges and escape from terrorist without losing energy.

* + 1. **Play Flow** – How does the game flow for the game player

The game starts in a forest with the detective starting to run. Player should control the detective to get rid of the obstacles. He will loss the energy if he is hit by the obstacles for three times and the game will end. He can regain his energy by collecting more coins.

* 1. Mechanics – What are the rules to the game, both implicit and explicit.This is the model of the universe that the game works under.Think of it as a simulation of a world, how do all the pieces interact?This actually can be a very large section.
     1. Physics – How does the physical universe work?
     2. Movement
        1. General Movement
        2. Other Movement
     3. Objects
        1. Picking Up rectangular pieces
     4. Actions
        1. Switches and Buttons
        2. Picking Up, Carrying and Dropping
        3. Talking
        4. Reading
     5. Combat – If there is combat or even conflict, how is this specifically modeled?
     6. Economy – What is the economy of the game? How does it work?
  2. Screen Flow
     1. Screen Flow Chart – A graphical description of how each screen is related to every other
     2. Screen Descriptions – What is the purpose of each screen?
        1. Main Menu Screen
        2. Options Screen
        3. Etc.
  3. Game Options – What are the options and how do they affect game play and mechanics?
  4. Replaying and Saving
  5. Cheats and Easter Eggs

1. Section III – Story, Setting and Character
   1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
      1. **Back story**

The player is a detective. He is spying on terrorists. While he was investigating a terrorist group, unfortunately, they identified him as a detective. So, the terrorists chase the detective to kill him because the detective would liberate news to military. He starts running to save his life.

* + 1. Plot Elements
    2. Game Progression
    3. License Considerations
    4. Cut Scenes
       1. Cut scene #1
          1. Actors
          2. Description
          3. Storyboard
          4. Script
       2. Cut scene #2
       3. etc.
  1. Game World
     1. General look and feel of world
     2. Area #1
        1. General Description
        2. Physical Characteristics
        3. Levels that use area
        4. Connections to other areas
     3. Area #2
        1. etc.
  2. Characters
     1. Character #1
        1. **Back story**

Player is an intelligent detective. He is working for military to spy and investigate the terrorists. The opponent chasing the player is terrorist. He desires to kill the detective.

* + - 1. **Personality**

Player - Detective

Enemy - Terrorist

* + - 1. Look
         1. Physical characteristics
         2. Animations
      2. Special Abilities
      3. Relevance to game story
      4. Relationship to other characters
      5. Statistics
    1. Character #2
    2. etc.

1. Section IV – Levels
   1. Level #1
      1. Synopsis
      2. Introductory Material (Cut scene?Mission briefing?)
      3. Objectives
      4. Physical Description
      5. Map
      6. Critical Path
      7. Encounters
      8. Level Walkthrough
      9. Closing Material
   2. Level #2
   3. etc.
   4. Training Level
2. Section V - Interface
   1. Visual System
      1. HUD - What controls
      2. Menus
      3. Rendering System
      4. **Camera**

3rd person controller

* + 1. Lighting Models
  1. Control System – How does the game player control the game?What are the specific commands?
  2. Audio
  3. Music
  4. Sound Effects
  5. Help System

1. Section VI - Artificial Intelligence
   1. Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?
   2. Enemy AI – Villains and Monsters
   3. Non-combat Characters
   4. Friendly Characters
   5. Support AI
      1. Player and Collision Detection
      2. Path finding
2. Section VII – Technical – This may be abbreviated with most in the Technical Bible.
   1. Target Hardware
   2. Development hardware and software
   3. Development procedures and standards
   4. **Game Engine**

Unity 3D

* 1. Network
  2. **Scripting Language**

Java Script ,C#

1. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.
   1. Concept Art
   2. Style Guides
   3. Characters
   4. Environments
   5. Equipment
   6. Cut scenes
   7. Miscellaneous
2. Section IX - Secondary Software
   1. Editor
   2. Installer
   3. Update software
3. Section X - Management
   1. Detailed Schedule
   2. Budget
   3. Risk Analysis
   4. Localization Plan
   5. Test Plan
4. Appendices
   1. Asset List
      1. Art
         1. Model and Texture List
         2. Animation List
         3. Effects List
         4. Interface Art List
         5. Cut scene List
      2. Sound
         1. Environmental Sounds
         2. Weapon Sounds
         3. Interface Sounds
      3. Music
         1. Ambient
         2. “Action”
         3. Victory
         4. Defeat
      4. Voice
         1. Actor #1 lines
         2. Actor #2 lines
         3. Etc.