**MASQUERADE STUDIO**

presents

**Parkour Rage**

- Run for your Life

Image Source - http://www.pkfrinternational.com/

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**2. DESIGN HISTORY**

This section is intended to record the periodical changes made to game and its design.

**2.1 Version 1.0:**

This the version 1.0 of the “Parkour Rage” game design document. It discusses about the game idea, feature sets, game rules and various other aspects of the game.

**3. GAME OVERVIEW**

**3.1 About the Game:**

Parkour Rage is a non-ending running game set in urban environment inspired by the parkour(freerunning) moves. The player will play the role of “Traceur” who runs to save his life from the killer(Non-Player Character). While running, the player should collect money/points/coins by doing different parkour stunts depending upon the obstacles he faces.

**3.2 Feature Set:**

1. 3D like 2D Game

2. Single Player

3. Multiple Resolutions

4. Dynamic Music (Mix of Ambient and Dub-step genres)

5. Leaderboard (Single device)

**3.3 Type of Fun:**

Submissive.

**3.4 Target Audience:**

The game is targeted at the smartphone users of all age groups who like to kill their time badly.

**3.5 What a player can expect:**

As the game requires the player to continuously make fast decisions based on the obstacles (s)he faces, it will keep them engaged. The game has stunning parkour moves which will encourage the player to play repeatedly.

**4. GAME MECHANICS**

**4.1 Game Rule:**

The player has to run continuously, and jump/slide depending upon the obstacle (s)he faces. Based on the distance between the player and obstacle at the time of decision the stunt performed will get varied. If the player had made the decision early or late a wrong stunt will be performed which will hurt the player(character), this also slows down the player in-turn making him/her vulnerable.

**4.2 Coins and Boosters:**

The player has to collect the coins that are strategically placed (based on the obstacles). There will be rare booster placed in the game, when picking it the game will be played automatically. During this time, the speed of the player shall be increased.

**4.3 Scoring Mechanism:**

The scores increases linearly with the amount of time the player runs. The rate of score/time shall be increased as the player progresses. At the end of the game(when player gets killed), a multiplier will be applied to number of coins collected and added to the score. The high score achieved by player shall be maintained in the device.

**5. GAME ENVIRONMENT**

The game is set in a typical urban environment. The player will run pass the parks and buildings.

**5.1 Obstacle Types:**

1. Benches

2. Walls

3. Slopes.

4. Gap between buildings. Etc.

**6. ARTIFICIAL INTELLIGENCE**

1. Player enters the game in the left side of the screen and always maintains in the left portion of the screen.

2. When the player gets slowed down because of the wrong stunts, the player moves towards the right portion of the screen. After a certain amount of time of good play, the player shall again be moved to left portion of the screen.

3. When the player slows down the NCP shall near player and made visible in the screen.

4. When the NCP crosses the Player, the player shall be killed.