GeneriRun Game Document

GeneriRun is a 3d Third person running game made with only 3d primitive objects. You play as Blocky, a primitive that can't stop moving forward, who is tasked with avoiding colliding with obstacles and running into as many collectable points as possible.

The obstacles include holes in the floor that blocky has to jump over, pyramids that move from side to side that blocky has to move around and lines of spheres that move up and down in waves that blocky can run under or jump over. If Blocky hits an obstacle 3 times it’s game over.

The collectable points are small blue spheres scattered across the level that the player runs into for points, there will be a local leaderboard that the players score will be added to.

There will be a heads up display showing the players points, remaining obstacle hits and a progress bar showing how far the player is through the level.

Blocky’s speed increases from level 1 to level 2, the amount of obstacles also increases.

The intro camera flies through the level before it begins to give the player an idea of their route.

Diagetic sounds: bumping into walls & hitting into enemies

<https://freesound.org/people/timgormly/sounds/170141/>

Jumping <https://freesound.org/people/sharesynth/sounds/344500/>

Dying <https://freesound.org/people/Mrthenoronha/sounds/506585/>

non-diagetic sound: victory/loss jingle <https://freesound.org/people/LittleRobotSoundFactory/sounds/270528/>

<https://freesound.org/people/LittleRobotSoundFactory/sounds/270334/>