Game Design Document –

Cyber Artists

[Game Name]

Team Members:

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Project Overview

Synopsis

Coffee Run is an Endless Runner game where you play as [character name], who is [refine story driven plot].

\_\_\_\_\_ who is running through the city trying to collect coffee beans while avoiding obstacles such as cars and roadblocks to stay conscious. If you let your coffee meter run out, your character will pass out. Try and get the highest score possible by lasting as long as possible. \_\_\_\_

Any other information?

Target Audience

The target audience for Coffee Run will include some of the following attributes:

* Enjoys Coffee
  + This game will attract those that enjoy coffee because of coffee being one of our main themes.
* Young and Adventurous
  + The game will be targeted a younger audience as they are naturally more adventurous and would also be interested in games like this.
* Love to experience life
  + The changing colours, environments and backgrounds will simulate travelling to different places and experiencing life.

Enough? What more information do I need to include?

Competitive Analysis

Our competitors will include some extremely popular endless runner games such as Subway Surfers and Temple Run as well as the myriad of other type of endless runner games on the market. Coffee Run is unique due to its coffee theme and the coffee energy meter.

How else can I expand on this? What questions should I answer.

Tools, Hardware & Software

Tools required:

* Google: Drive, Docs, Slides
* Slack (Communication)
* Trello (Task management)

Hardware required:

* Computer
* Mouse & Keyboard
* Wacom Tablets (Artists)

Software required:

* Maya (Modelling, Rigging, Animations)
* Substance Painter (Texturing)
* Photoshop (Texturing Cleanup)
* Unity (Game Engine)

Gameplay Details

Game Pillars & Core Gameplay Experiences

* 3D Third Person Endless Runner
  + The player would feel more challenged and stressed as the game progresses due to the gradual increase in speed of the game and as the energy meter continues to drain past what they consider to be “safe” as they worry about collecting coffee in order to replenish their energy meter.
* A sense of travelling & collecting experiences
  + This will be portrayed through the changing of colours, environment and background symbolizing the experiences possible in real life.

Goals / Objectives

The main objective of the game is to run through the game world collecting coffee beans in order to prevent your character from passing out while avoiding obstacles by jumping, sliding and moving left and right between 3 lanes. Get the highest score possible by survive the longest.

Game Mechanics & Rules

Mechanics:

* Movement
  + Automatic forward movement
  + Moving Left and Right between lanes
  + Jumping (Allows the player to jump over obstacles to avoid losing energy)
  + Sliding (Allows the player to slide under obstacles to avoid losing energy)
* Coffee
  + Regular Coffee Beans (Instantly replenishes a little amount of energy)
  + Special Coffee Beans (Temporarily doubles the efficiency of regular coffee beans)
  + Coffee Cups (Instantly replenishes a significant amount of energy)
  + Coffee Beans count
* Energy Meter (Used to determine if the player has fainted or not)
  + Losing state (Once the player has reached 0 energy, the character will faint, and the game will end)
* Score
  + Current Score (Score increased by distance travelled)
  + High Score
* Modular track and obstacle generation
* Gradual increase in game speed over distance travelled.

Rules:

Categories: (Energy, Death, Collection of beans (what beans do),

Energy

* The energy meter goes down at a consistent rate.
* The energy meter cannot go past its maximum, even if extra coffee beans are collected. However, the coffee beans will still be collected and added to the coffee count.
* Bumping into obstacles causes the character to lose some energy. If you bump into an obstacle, you just lose energy and continue running if you still have energy remaining.
* Running into obstacles causes the character to lose a significant portion of their energy. If you run head on into an obstacle, the character will get fumble backwards. If they have energy left in their meter, the character will continue to run, and the player has a chance to correct their pathing. If not, the player will faint and the game will show the end screen.

Losing

* If the energy meter reaches 0 by gradual decrease, the player will be given a grace period of a couple seconds to “save themselves” by collecting any coffee items nearby. If they are unable to, the character passes out and the game will show the end screen.
* If the player bumps / runs into an obstacle and it takes the energy meter to 0, then the character will pass out and show the end screen.

Collecting Items

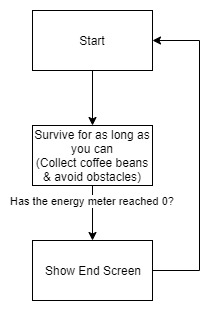
* Collecting regular coffee beans, special coffee beans and coffee cups will replenish your energy by a certain amount depending on which one the player collects. Regular coffee beans replenish a little energy, special coffee beans temporarily double the efficiency of regular coffee beans and coffee cups will replenish a significant amount of energy.

General

* The player cannot leave game boundaries
* The player can bump into the borders of the road

Game Loops

Core Gameplay:



Game Economy

* Energy Meter
  + The character’s energy meter constantly goes down and you replenish it by collecting coffee. You will be able to collect 3 types of coffee: regular coffee beans, special coffee beans and coffee cups. Each will replenish a certain amount based on rarity.
  + Bumping into obstacles instantly makes you lose a certain amount of energy and running into obstacles will make you instantly lose a significant amount of energy.
  + Once you run out of energy, your character passes out and ends the game.
* Score
  + The player’s score will increase based off distance travelled.

Content Plans

Levels

The “level” is randomly generated with preset obstacles as the character continues running.

The game world, or level, will be randomly generated using modular tracks that combine and create a seamless pathway. Preset obstacles will also be present in the modular track with slight randomization to vary gameplay between runs.

Objects / Items

The items that are being collected by the player include: regular coffee beans, golden coffee beans and coffee cups. Each of these items will replenish the player’s energy meter depending on rarity.

The obstacles that will be randomized during the level include:

* Roadblock
* Stop Sign
* Witch’s Hats
* Coffee Cart
* Car

These obstacles will reduce the player’s energy meter if they bump or run into these obstacles.

Other world immersion items include:

* Road
* Wall Flag
* Balcony
* Building
* Door
* Window
* Character

Animations Include:

* Running
* Jumping
* Sliding
* Fainting
* ?Bumping
* ?Stunned

Other content (text, speech, music, SFX, VFX, etc.)

Sound Effects

* Jumping
* Sliding
* Bean/Item Collection
* Moving Between Lanes
* Fainting
* ?Bumping
* ?Stunned

Visual Effects

* Picking up an item
* Fade to black