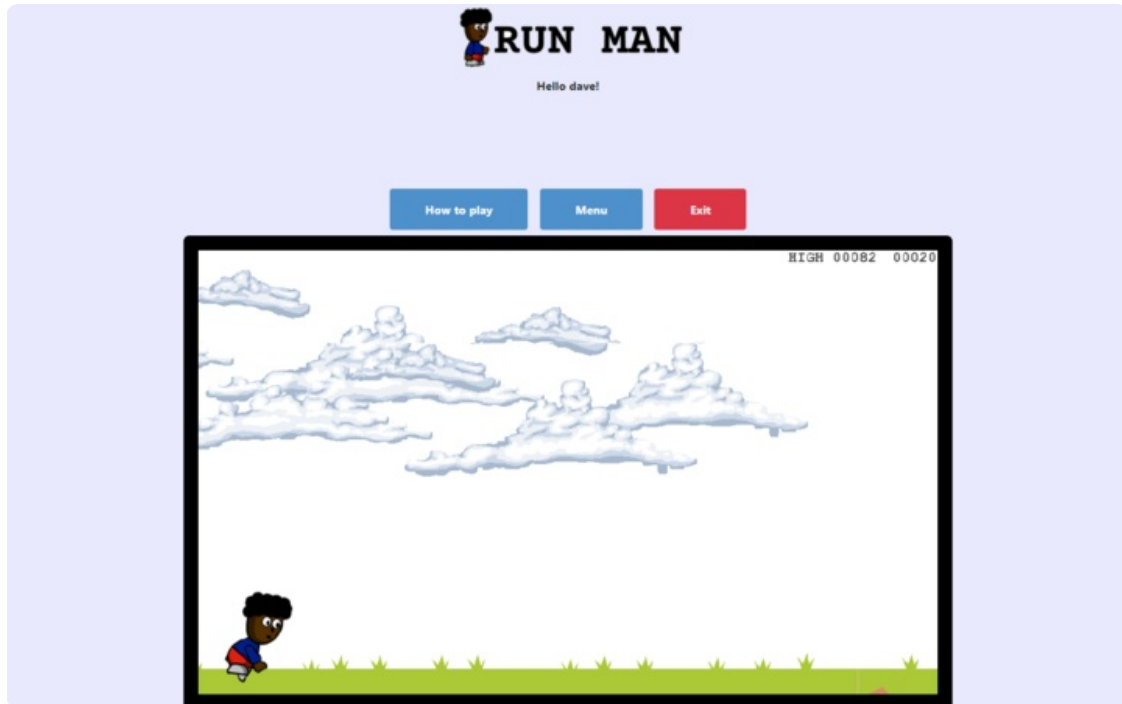


Game Design Document for Run Man Game



🎮 Name of the game: Run Man

👥 Stakeholders:

- Dev: [@davidyao3](#)
- Design: from [OpenGameArt.org](#)
- QA: Microverse Team Support Engineering

Overview

📏 Project scope

- Budget: N/A
- Timeline: 5 working days

🗣️ Elevator Pitch

The goal of the game is to make the player jump over obstacles as long as possible. The longer you run, the more points you get

💰 Monetization

N/A

Story

The goal of the game is to make the player jump over obstacles as long as possible. The longer you run, the more points you get

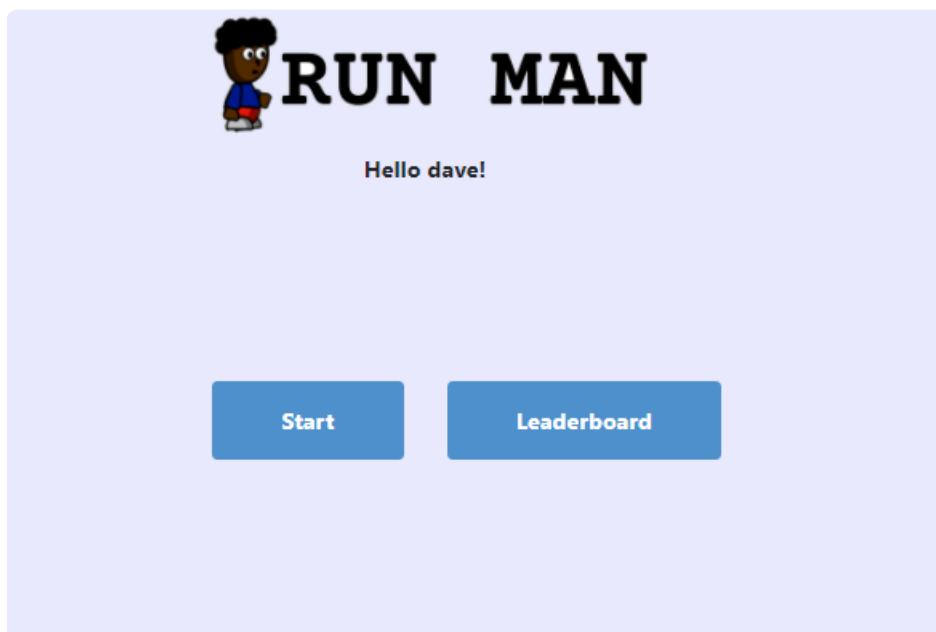
Gameplay

- If you didn't create a player yet, you will be invited to do so

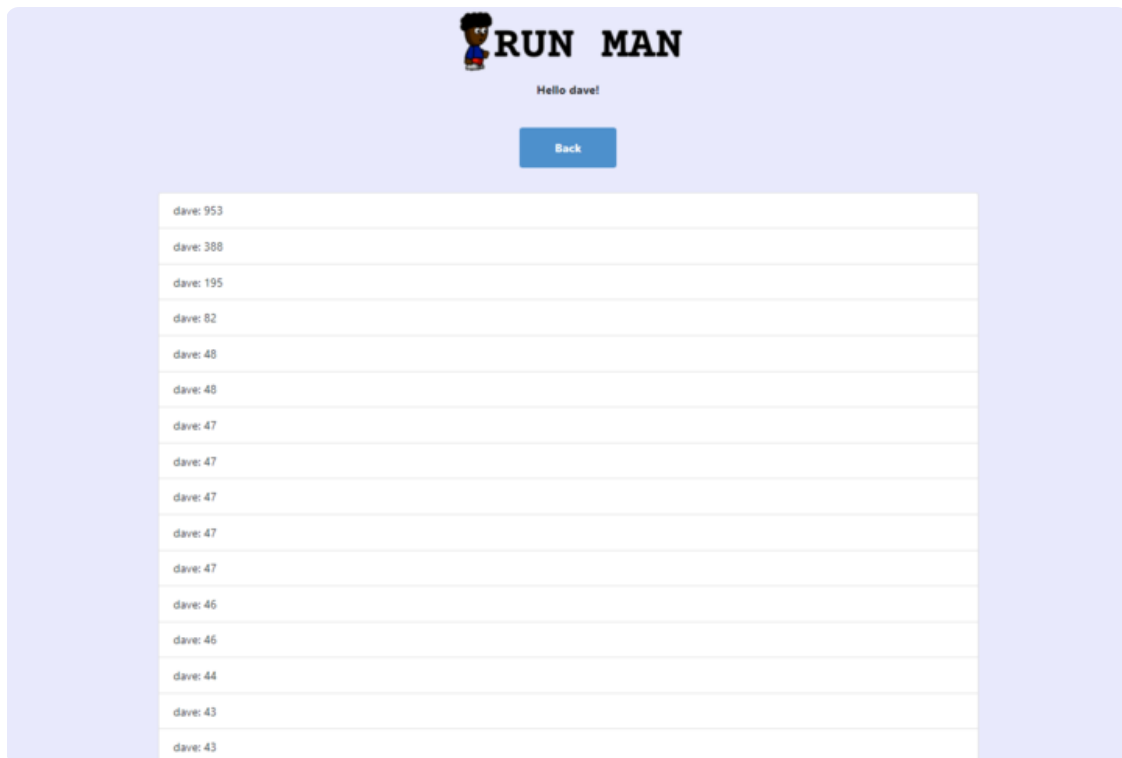


A screenshot of the 'RUN MAN' login interface. At the top center is a cartoon character of a man with dark skin, wearing a blue shirt and red shorts, next to the text 'RUN MAN' in large, bold, black letters. Below this, on the left, is the label 'Username:'. To its right is a white text input field containing the placeholder text 'eg. dave'. Below the input field is a blue button with the word 'Submit' in white text.

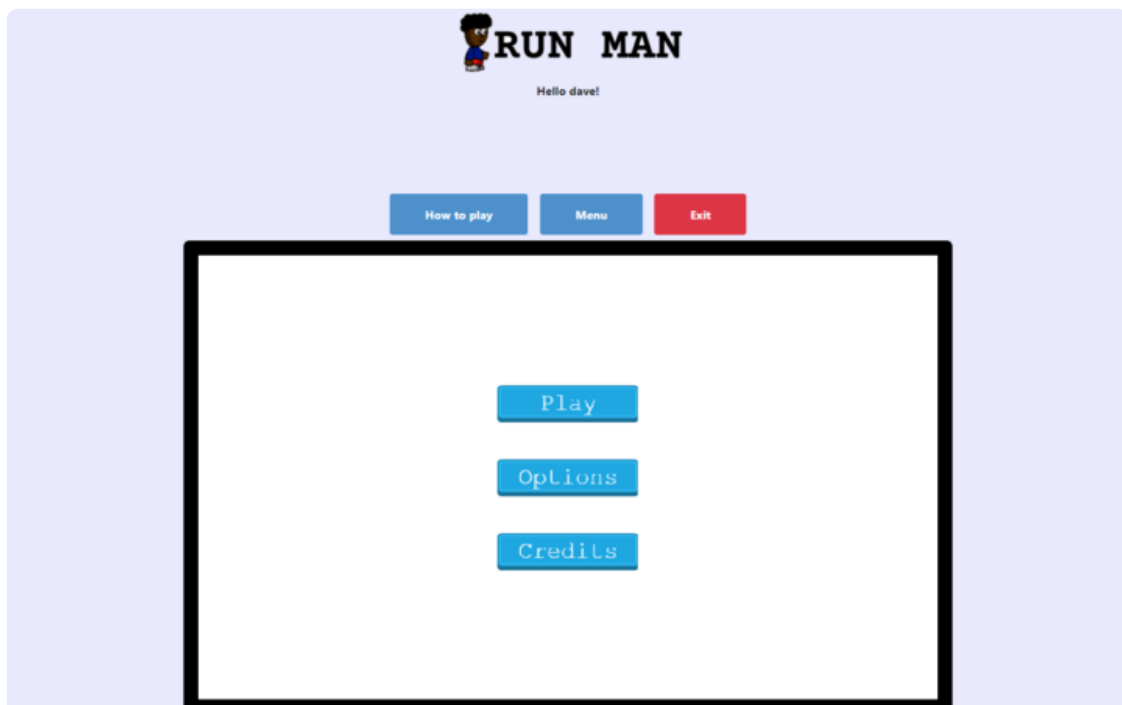
- When the first page is loading you will see two buttons. One for starting the game and one for seeing the leaderboard scores.



- If you click on the leaderboard button, you will see all the players scores



- If you click on the start button, you will see this menu



- If you click on the leaderboard button, you will see all the players scores

- **How to play:** click this button to see instructions for the game
- **Menu:** This button allows you to come back to the first screen of the game (where you have the play, options, and credits buttons)
- **Exit:** to exit and go back to the page where you have the start and the leaderboard buttons
- **Play:** to play the game
- **Options:** for the settings
- **Credits:** to see the credits

- If you click on the play button you will see the game scene. To start playing, click on `SPACE`
,



Core Game Mechanic #1

- Details:
- How it works:

Live demo

- Visit this link: [Run Man](#)

Core Game Mechanic #3

- Details:
- How it works:

Game elements

Let's describe your game world, including all the characters, location, object, and other elements in it.

Characters

- Run Man



🌍 Locations

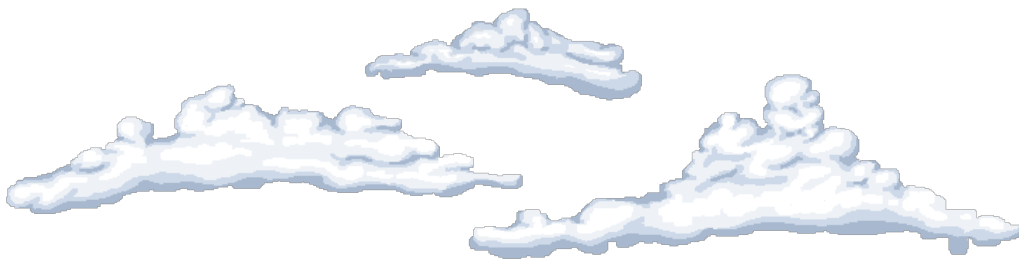
- Outside, on the grass with sky and clouds

🏆 Levels / missions

- run and jump over obstacles as long as you can, to get more points

📦 Objects

- clouds



- birds



- cactuses



Assets

All the assets will be taken from [OpenGameArt.org](https://opengameart.org)

Art

- from [OpenGameArt.org](https://opengameart.org)

Sound

We'll have a

- background music
- music when a player jumps
- music when a player hits an object
- music when a player reaches a score that is multiple of 100

Animation

- for the player



- for the bird



