jeremybowne_com_header

**Design Document for:**

# Trump Run

**One Liner, i.e. The Race To The White House**

“Hair Trumps Trump!”™

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Version # 0.300

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# Design History

A design history highlights achievements in the production/development of a game and lays it out in a simple to read format based on version.

## Version 0.10

1. I chose which game-engine the game would run on (game-maker)
2. Basic functionality in the gameplay added.

## Version 0.20

1. Physics/collision added
2. Gravity
3. Double jumping
4. Objectives

## Version 0.30

1. Minor revisions throughout entire document.
2. Added “User Interface Appendix”.
3. Added “Game Object Properties Appendix”.
4. Added concept sketch for world.

# Game Overview

## Philosophy

### Philosophical point #1

This game takes the popularity of Super Mario Run and gives it a political spin. Donald Trump has to catch his hair while he runs through a maze of obstacles.

### Philosophical point #2

Because of the built-in portability of the GameMaker Studio program, this game should be compatible with all popular operating systems and devices.

### Philosophical point #3

Making America great again starts with a hair malfunction.

## Common Questions

### What is the game?

This game is extremely simple. It is a platform runner style game in which one click or tap will make the player jump, while random parts of the room will make the player go left or right. Common questions: Is this a political statement? No. It isn’t. --

### Why create this game?

This game is being created because of a massive popularity of the current President (whether good or bad) and the influx of media attention this could grab. I personally love mobile games because they can obviously be played anywhere, and because of the ability to show co-workers, friends, family, on the fly. Also, I haven’t seen many, if any, Trump featured games on the market.

### Where does the game take place?

This game takes place in a caricatured version of our world; places which are familiar to anyone who has watched world news in the past few years. Think of this as a boss level: Chris Christie throwing cheeseburgers on George Washington Bridge while blocking traffic.

### What do I control?

Controlling of the main character jumping at the right time, which includes grabbing power-ups, coins, or whatever else I can think of. This is a side-view platform “runner” style game.

### How many characters do I control?

One character is controlled.

### What is the main focus?

The main focus of the game is for the protagonist to re-obtain his hair after a gust of wind blows. Each level has the player jumping over obstacles, battling foes, doing puzzles, etc. to re-obtain his precious toupee.

### What’s different?

Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot.

The difference in this game is that the usual runner style has the player attempting to just complete the level without failure, but in this game the player has to complete the level and get the toupee at the right time. This will require the player obtaining points in which they can upgrade the protagonist to the point where this is possible. Some levels will be unbeatable until upgrades are complete.

# Feature Set

## General Features

Simple side-scrolling (and up-down)

Political enemies.

2D graphics.

Proven game-engine.

## Multiplayer Features

Up to 10 million players

Easy to find a game

Easy to find your pal in huge world

Can chat over voice link

## Editor

Comes with world editor

Get levels from Internet

Editor is super easy to use

## Gameplay

List stuff here that is key to the gameplay experience

List a lot of stuff here

Hey, if you got nothing here, is this game worth doing?

# The Game World

## Overview

Provide an overview to the game world.

## World Feature #1

This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.

## World Feature #2

Same thing here. Don’t sell too hard. These features should be awesome and be selling the game on its own.

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Describe the key locations in the world here.

### Travel

Describe how the player moves characters around in the world.

### Scale

Describe the scale that you will use to represent the world. Scale is important!

### Objects

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

### Weather

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

### Day and Night

Does your game have a day and night mode? If so, describe it here.

### Time

Describe the way time will work in your game or whatever will be used.

## Rendering System

### Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

### 2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

## Camera

### Overview

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

### Camera Detail #1

The camera will move around like this and that.

### Camera Detail #2

The camera will sometimes move like this in this special circumstance.

## Game Engine

### 

### Overview

Describe the game engine in general.

### Game Engine Detail #1

The game engine will keep track of everything in the world like such and such.

### Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

### Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

## Lighting Models

### Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

### Lighting Model Detail #1

We are using the xyz technique to light our world.

### Lighting Model Detail #2

We won’t be lighting the eggplants in the game because they are purple.

# The World Layout

## Overview

Provide an overview here.

## World Layout Detail #1

## World Layout Detail #2

# Game Characters

## Overview

Over of what your characters are.

## Creating a Character

How you create or personalize your character.

## Enemies and Monsters

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

## User Interface Detail #1

## User Interface Detail #2

# Weapons

## Overview

Overview of weapons used in game.

## Weapons Details #1

## Weapons Details #2

# Musical Scores and Sound Effects

## Overview

This should probably be broken down into two sections but I think you get the point.

## Red Book Audio

If you are using Red Book then describe what your plan is here. If not, what are you using?

## 3D Sound

Talk about what sort of sound APIs you are going to use or not use as the case may be.

## Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

# Single-Player Game

## Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

## Single Player Game Detail #1

## Single Player Game Detail #2

## Story

Describe your story idea here and then refer them to an appendix or separate document which provides all the details on the story if it is really big.

## Hours of Gameplay

Talk about how long the single-player game experience is supposed to last or what your thoughts are at this point.

## Victory Conditions

How does the player win the single-player game?

# Multiplayer Game

## Overview

Describe how the multiplayer game will work in a few sentences and then go into details below.

## Max Players

Describe how many players can play at once or whatever.

## Servers

Is your game client-server or peer-to-peer or whatever.

## Customization

Describe how the players can customize the multiplayer experience.

## Internet

Describe how your game will work over the internet.

## Gaming Sites

Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide.

## Persistence

Describe if your world is persistent or not.

## Saving and Loading

Explain how you can save a multiplayer game and then reload it. If you can or why this is not possible.

# Character Rendering

## Overview

Provide an overview as to how your characters will be rendered. You may have decided to include this elsewhere or break it out to provide more detail to a specific reader.

## Character Rendering Detail #1

## Character Rendering Detail #2

# World Editing

## Overview

Provide an overview about the world editor.

## World Editing Detail #1

## World Editing Detail #2

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# “XYZ Appendix”

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

# “User Interface Appendix”

# “Networking Appendix”

# “Character Rendering and Animation Appendix”

# “Story Appendix”

Okay, that’s it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don’t have enough of in this business. I think you get the idea anyhow. Also, don’t get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor