

Title

- **Game Title:** Debt Runner: WangBu's Journey
- **Name:** Binh Nguyen

High Concept

- **Elevator Pitch:** In "Debt Runner," you play as WangBu, a former billionaire who is now broke and running to collect money to pay off his massive debt. Dodge obstacles, slide under bars, and collect enough cash to win—without losing your life to debt!
- **Game Genre:** 3D Endless Runner game
- **Platform and Target Demographics:** PC only; target audience is casual gamers aged 10–30.
- **Features:**
 1. Endless running with increasing difficulty.
 2. Collectible money along the path.
 3. Obstacles that players must jump over, slide under, or dodge left/right.
 4. Game-over condition upon collision with obstacles.
- **Unique Selling Points:**
 1. Unique backstory of a billionaire losing it all and running to pay off his debt.
 2. Increasing speed and more challenging obstacles as the game progresses.
 3. A combination of jump, slide, and side-movement mechanics for varied gameplay.
 4. A "debt meter" showing how much more WangBu needs to collect to reach \$5 million.

Gameplay

Setting and Introduction:

- **World:** The game is set in various urban environments where WangBu is running through streets and business districts, trying to collect money.
- **Player Character:** WangBu, a former successful businessman, now runs to pay off his \$5 million debt.
- **Backstory:** WangBu's businesses failed, leaving him deep in debt. Desperate for a comeback, he runs through different locations, collecting cash to survive and avoid bankruptcy.
- **Main Problem:** Players must help WangBu avoid obstacles and collect \$5 million to win.

Game Mechanics:

- **Movement:** The player controls WangBu, who runs forward automatically.
- **Jumping:** The player must press the spacebar to jump over obstacles.
- **Sliding:** The player presses the down arrow key to slide under low bars.
- **Side Movement:** Use A or left arrow key to move left, and D or right arrow key to move right.
- **Obstacle Collisions:** If WangBu hits an obstacle, the game is over.
- **Money Collection:** Collect money scattered on the path to increase the debt meter. Reach \$5 million to win.

Systems:

- **Movement System:** Controls WangBu's running, jumping, sliding, and side movements.
- **Obstacle System:** Randomly generated obstacles that appear in the player's path.
- **Money Collection System:** Scattered money items on the path that the player must collect to increase the debt meter.
- **Game Over System:** Ends the game when WangBu hits an obstacle.
- **Progression System:** As the player collects more money, the game speeds up, and obstacles become more challenging.

Game Content

Art Assets:

- **Environments:** Simple urban areas for the running path.
- **Character Model:** 3D model of WangBu, dressed in a business suit turned casual, representing his fall from wealth.
- **Obstacles:** Fences to jump over, low bars to slide under, barriers to dodge.
- **Money Icons:** Cash bundles or coins scattered along the running path.

Sound Effects:

- **Background Music:** Fast-paced running music to match the game's intensity.
- **SFX:** Jumping, sliding, collecting money, and game-over sounds.

Timeline

- **10/11 - Initial GDD Submission:**
 - Complete the GDD with a detailed breakdown of the game idea, gameplay, and content.
- **11/8 - Partial Prototype:**
 - Implement basic running mechanics, obstacle avoidance, and money collection.
 - The prototype should allow for jumping, sliding, moving left/right, and basic game-over functionality.
- **12/6 - Final Game Code:**
 - Fully functional endless runner with all gameplay mechanics, art assets, sound effects, and win/lose conditions implemented.