

2021

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MET4337 Mobile Game Development

Anti-Drugs Mobile Game Assignment

**GAME DESIGN DOCUMENT**

**RUNNING! ANTI-DRUG MARATHON**

**Table of Contents**

[Game Overview 2](#_Toc66200835)

[Ui Design 4](#_Toc66200836)

[Title Screen 4](#_Toc66200837)

[Game Screen 8](#_Toc66200838)

[Game Play Design 10](#_Toc66200839)

[Player 10](#_Toc66200840)

[Environment 10](#_Toc66200841)

[Drug Tip 11](#_Toc66200842)

[Drug Ball 11](#_Toc66200843)

[Level Design 11](#_Toc66200844)

[Level 1 11](#_Toc66200845)

[Level 2 11](#_Toc66200846)

[Level 3 11](#_Toc66200847)

[Procedure Design 12](#_Toc66200848)

[Reference 13](#_Toc66200849)

# GAME OVERVIEW

### o​ GAME NAME

Running! Anti-Drug Marathon (禁毒馬拉松)

### o​ Game genre

Mobile Game, Casual, Sports

### o​ ​Reference GameS

|  |  |
| --- | --- |
| GAME NAME | GAME SCREEN |
| Subway Surfers |  |
| Temple Run |  |
| Marathon Race Simulator 3D: Running Game |  |

### o​ Game story

Game characters participated in the marathon

### o​ Game objective

Players need to insist on completing the journey and avoid drug balls on the way

### o​ Target player group

Casual player, Teenager

# UI design

### o​ ​Overall look and feel

I hope to make the player comfortable, using a soft color scheme

## o​ ​Title Screen

|  |  |
| --- | --- |
| Cover |  |
| Menu |  |
| Level Panel |  |
| Tutorial Panel |  |
| Introduce Drugs Panel |  |
|  |  |
|  |  |

## o​ ​Game Screen

|  |  |
| --- | --- |
| Main Screen The upper left corner shows the current distance and speed |  |
| Drug Event Panel There are 5 kinds of drugs:   * Ketamine * Methamphetamine * Heroin * Cocaine * Cannabidiol |  |
| Win Panel |  |
| Lose Panel |  |

# Game play design

### o​ ​Aim and Outcome

I hope that players can learn anti-drug knowledge and know the harmful effects of drugs during the game.

### o​ ​Player and other game objects

|  |  |
| --- | --- |
| Player Can Control Move Left /Right, Jump  Slide down can speed up the character |  |
| Environment |  |
| Drug Tip Anti-drug information and positive energy sentences will appear after touching |  |
| Drug Ball The character will react to drugs when touched  There are 5 kinds of drugs:   * Ketamine (Pink Color Ball) * Methamphetamine (Blue Color Ball) * Heroin (Red Color Ball) * Cocaine (Yellow Color Ball) * Cannabidiol (Green Color Ball) |  |

# Level design

### o​ ​The differences between each level

|  |  |  |
| --- | --- | --- |
| Level 1 | Level 2 | Level 3 |
| * Target distance 10KM * Players preset speed 15 * Each 200M have 5 items | * Target distance 26KM * Players preset speed 20 * Each 200M have 6 items | * Target distance 42KM * Players preset speed 25 * Each 200M have 7 items |

# Procedure design

# Reference

### Graphic

|  |  |
| --- | --- |
| Player | <https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-free-sample-79870>  screenshot |
| Drug Models | https://3dprint.nih.gov/discover/3DPX-009784  https://3dprint.nih.gov/discover/3dpx-002602  https://3dprint.nih.gov/discover/3dpx-008473  https://3dprint.nih.gov/discover/3DPX-015349  https://3dprint.nih.gov/discover/3dpx-003349 |
| Skybox | https://unityassetsfreedom.club/download/fantasy-skybox/ |
| Environment | <https://cc0textures.com/view?id=Moss002>  <https://assetstore.unity.com/packages/3d/environments/landscapes/low-poly-simple-nature-pack-162153>  screenshot |
| UI Image | <https://assetstore.unity.com/packages/2d/gui/icons/neumorphic-ui-basic-163920>  screenshot  <https://assetstore.unity.com/packages/2d/gui/icons/139-vector-icons-69968>  screenshot  https://www.flaticon.com/packs/hand-gesture |
| Font | <https://www.dafont.com/nasalization.font>    https://moji.or.jp/ipafont/ipaex00401/ |

### Audio

|  |  |
| --- | --- |
| Music | https://www.fesliyanstudios.com/royalty-free-music/download/its-a-good-day/1257  https://www.fesliyanstudios.com/royalty-free-music/download/feels-good/417 |
| Sound effect | https://www.fesliyanstudios.com/royalty-free-sound-effects-download/footsteps-on-gravel-131  https://www.fesliyanstudios.com/royalty-free-sound-effects-download/video-game-menu-153  https://www.fesliyanstudios.com/sound-effects-search.php?q=jump  https://www.fesliyanstudios.com/royalty-free-sound-effects-download/cartoon-286 |