**Design**

- Master Document -

For SubwaySurfersClone

Lead Designer

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# 

# Controls

## Keyboard

* WASD or arrow keys to move, duck, jump
* Esc for options

# Mechanics

## Player

* Player is perpetually running through a cityscape with moving obstacles coming towards him randomly
* Player can move left and right between 3 lanes
* Player can jump and duck
* Player can collect power ups and coins that randomly appear

## Points

* Player score increases based off of distance traveled

## Powerups

* Jump boost
  + Allows player to jump higher
* Time freeze
  + Slows down time
* Jet pack
  + Allows player to fly over the track
* Coin magnet
  + Coins will attract to the player

## Shop

* Player can customize their skin and purchase upgrades to the power ups using coins

## 

## Pause menu

* 3 second timer before resuming

# Plan

CURRENT STEPS

* Create main menu and fix pause functionality
  + Main menu should be overlayed the actual first few tiles of the game
  + For pause menu, player controller should stop collecting input
    - If (PauseMenu.GameIsPaused)
* Jumping and ducking movement
* Move with wasd and space as well
* Decide on theme so I can start designing tiles and obstacles

TILE AND OBJECT SPAWNING METHOD

* Objects are randomly spawned on new tiles
  + Make prefab for each obstacle
  + For each tile that is spawned
    - While Object Quota of items is not reached (object quota increases as number of tiles increases)
    - Instantiate random object in a random row, assign weights based on difficulties of items? Then you can increase randomization weight of difficult items so they appear more often later in the game
* Game begins with certain amount of tiles already generated and new tiles are constantly being spawned
  + Could work it into menu? So its like the menu is in the initial tiles that are spawned
* How to delete all old tiles and objects as well when they are behind the camera

Types of objects to have

* Moving towards you
* Multiple stationary ones of different sizes and lengths
* Objects to duck

Increase speed of player every 100 tiles or however long

What type of tiles? Different tile types?

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