**Design**

- Master Document -

For SubwaySurfersClone

Lead Designer

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Shop

# 

# Controls

## Keyboard

* WASD or arrow keys to move, duck, jump
* Esc to pause

# 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

* Decide on theme so I can start designing tiles and obstacles
* Tile and object spawning
* Collision with objects!!
* Do I want to implement objects the player can walk on top of like the trains in subway surfer?

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
    - How to make sure that the obstacles are not impossible
      * Restrictions on minimum distance between obstacles
* Game begins with certain amount of tiles already generated and new tiles are constantly being 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

Figure out percent, like 10% or sumn either based on time elapsed or number of tiles passed or total score

What type of tiles? Different tile types?

Change skybox and make it look clean on the sides and edges so they’re not visible

LATER STEPS

* Implement score system
* Coin system
* Shop system
* Power ups