**SKY ADVENTURE GAME DESIGN DOCUMENT**



***‘The Sky is The Limit’*** – Huy Tran

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Game Development Team Members    PRODUCER  Huy Tran    PRODUCTION MANAGER  Huy Tran    PRODUCTION COORDINATOR  Huy Tran  GAME DESIGNERS  Huy Tran  SYSTEMS/IT COORDINATOR  Huy Tran  PROGRAMMERS  Huy Tran  TECHNICAL ARTISTS  Huy Tran  AUDIO ENGINEERS  Huy Tran  UX TESTERS  Huy Tran |

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# 1 Game Overview

Title: Sky Adventure

Platform: PC Standalone

Genre: Endless 2D Platform Jumper

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2020

Publisher: Huy Tran

Sky Adventure is an endless 2D platform jumper game where the Player is a boy named Jack who has a pure heart, and this has given him the ability to ride clouds. Jack lives in a house up in the sky. There are two modes in this game, normal mode and endless mode. In the normal mode, Jack is jumping onto the clouds, riding them to get back to his house. In the endless mode, Jack is exploring the sky. He wants to see how high he can travel, and what is up there. The Player has to jump onto the clouds to go up. But be careful though, the higher the Player goes, the stronger wind blows, and the faster clouds travel.

# 2 High Concept

Sky Adventure sets the Player on the ground, in an open and pretty landscape where they can see the sky, mountains and the sun. The clouds will move left and right and there are three different cloud sizes: small, medium and large. The Player can only jump vertically up, unable to move left or right. As the Player goes higher, clouds will travel a lot faster. Timing is very crucial here, if the Player does not land on a cloud and falls, it is game over.

# 3 Unique Selling Points

* Compatible with Windows and Mac OS X
* Unique and minimalist artwork
* Simple yet engaging gameplay

# 4 Platform Minimum Requirements

PC, MAC STANDALONE

OS: Windows XP SP2+, Mac OS X 10.0+

Graphics card: DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work

# 5 Competitors / Similar Titles

Doodle Jump by Lima Sky

# 6 Synopsis

Only those with a pure heart can ride the clouds, and Jack is exactly that. He lives in a house up in the sky and is a very adventurous boy. He has always wondered what is up there, beyond his house. He wants to see how high he can go and promises himself that one day, he will explore until he reaches the end of the sky.

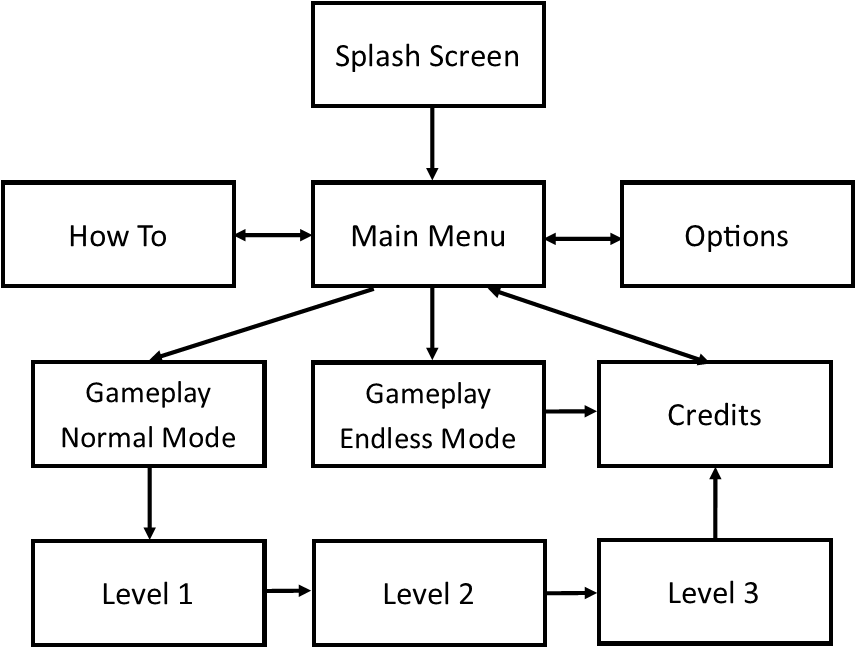
# 7 Game Objectives

The objective in normal mode to keep jumping until the Player reaches the house. The objective in endless mode is to go as high as possible, scoring points for each cloud the Player jump onto.

# 8 Game Rules

The game levels are set in a vertical landscape. The Player will start on the ground, in the middle. A new cloud will appear every time the Player lands on one. The Player is unable to move left or right and can only jump up, to increase difficulty. Clouds will move left and right. There are three different cloud sizes: small, medium and large. The direction and size of a new cloud spawning will be randomized. In normal mode, the Player will move on the next level when they reach the house. There are 3 levels in total and difficulty will increase in each level. In endless mode, for every 3 clouds that the Player jump onto, the clouds will travel faster. This pattern will continue indefinitely until the Player falls and dies.

# 9 Game Structure



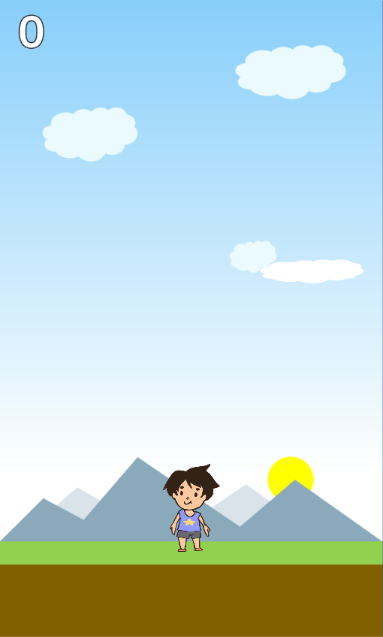
# 10 Game Play

## 10.1 Game Controls (PC)

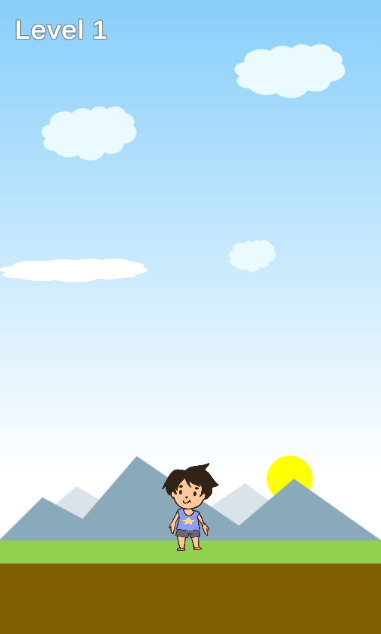
* Press **SPACE** or **ENTER** **(Windows)/RETURN (Mac OS X)** or **LEFT MOUSE BUTTON** to jump.
* Press **ESC (Escape)** to pause

## 10.2 Game Camera

When the game starts, the camera will be static, with the Player standing on the ground with the landscape in the back. The cloud can be seen moving left and right, after the Player jumps onto the cloud, the camera will follow until the Player is at the bottom part of the camera. This will keeps repeating as the Player keeps jumping.

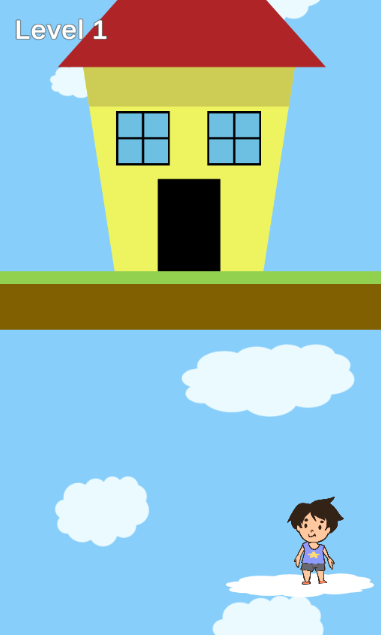


### 10.2.1 HUD

In normal mode, the top left corner displays the level the Player is in. In endless mode, the top left corner displays the score, which is the number of clouds the Player has jumped onto. If the Player press ESC to pause, the highest score is displayed in the pause menu.

### 10.2.2 Maps

All the levels in normal mode and endless mode have the same background. In normal mode, the house will be displayed when the Player reaches the end of the level.



# 11 Players

## 11.1 Characters

The Player is Jack, a boy with a pure heart that can ride the clouds and lives in a house up in the sky. He is very adventurous and loves to explore the sky.

## 11.2 Metrics

N/A

## 11.3 States

The Player animation is static. All states of the Player including Idle, Move, Death will have the same static animation. When the Player stands on the cloud, they will move along with the cloud

## 11.4 Weapons

N/A

# 12 Player Line-up

N/A

# 13 NPC

## 13.1 Enemies

N/A

### 13.1.1 Enemy States

N/A

### 13.1.2 Enemy Spawn Points

N/A

## 13.2 Allies / Companions

N/A

### 13.2.1 Ally States

N/A

### 13.2.2 Ally Spawn Points

N/A

# 14 Art

## 14.1 Setting

The game takes place outside, in an open landscape where you can see grass, mountains, the sun and the sky. The sky with clouds are the only things in the background when the Player goes up until they reaches the house in normal mode.

## 14.2 Level Design

Clouds will spawn at random size and their speed will increase gradually the higher the Player goes.

## 14.3 Audio

|  |  |  |
| --- | --- | --- |
| NAME | CATEGORY | DESCRIPTION |
| Up In The Sky | Background music | Plays and loops thoughout the game |
| Jumping | FX | When the Player jumps |
| Landing | FX | When the Player lands on the cloud |
| Game Over | FX | When the Player dies |
| Wining | FX | When the Player reaches the house |

# 15 Procedurally Generated Content

## 15.1 Environment

N/A

## 15.2 Levels

N/A

## 15.3 Artificial Intelligence NPC

N/A

## 15.4 Visual Arts

N/A

## 15.5 Audio

N/A

## 15.6 Minimum Viable Product (MVP)

* Build for the PC platform (Windows and Mac OS X)
* Cloud platforms that move left and right to jump on
* One Player character
* Background music that plays and loops throughout the game
* Endless mode is endless
* High score system

# 16 Wish List

* Add animation to the character for Move, Death states
* Add more characters that can be played
* Add more levels
* Add more sound FX
* Add other obstacle that could affect the difficulty of the game