

## Super Fun Run Game Design Document (GDD)



***'Running is super fun! – Jayvee Novilla***

## Table of Contents

- 1 Game Overview
- 2 High Concept / Genre
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 8 Game Rules
- 9 Game Structure
- 10 Game Play
  - 10.1 Game Controls
  - 10.2 Game Camera
    - 10.2.1 HUD
    - 10.2.2 Maps
- 11 Players
  - 11.1 Characters
  - 11.2 Metrics
  - 11.3 States
- 12 Character Line-up
- 13 NPC
  - 13.1 Enemies
    - 13.1.1 Enemy States
    - 13.1.2 Enemy Spawn Points
- 14 Art
  - 14.1 Setting
  - 14.2 Level Design
  - 14.3 Audio
- 15 Minimum Viable Product (MPV)
- 16 Wish List
- 17 Bibliography

## Game Development Team Members

### PRODUCER

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### PRODUCTION MANAGER

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### PROGRAMMERS

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### TECHNICAL ARTISTS

Jayvee Novilla

### AUDIO ENGINEERS

Jayvee Novilla

### UX TESTERS

Jayvee Novilla

# 1 Game Overview

Title: Super Fun Run  
Platform: PC Standalone,  
Genre: Endless 2D Runner  
Rating: (10+) ESRB  
Target: Casual gamer (aging from 12 - 30)  
          Serious games  
Release date: May, 2021  
Publisher: JNovilla Technologies

Description: Super Fun Run plays as a side-scrolling, endless auto-runner platform game. The Player automatically runs from left to right. The Player must jump to clear gaps or obstacles. The Player must maneuver over gaps, over enemies, and into coins to collect them. The Player's end goal is to steer safely across the level and reach the highest score by collecting as many coins as possible.

## 2 High Concept / Genre

Super Fun Run sets the Player in a forest environment where he/she must run and jump from platform to platform to collect items to obtain the highest score. The game will feature coins that the player must collect along the way, which contributes to their score. The score is displayed on the HUD up the top of the screen, as well as the number of coins and the Player's high score. If the Player falls off any platform or is damaged by an obstacle/npc then the game will end and the Player's score will be recorded.

## 3 Unique Selling Points

Super Fun Run rewards players with achievements based on highest score accumulated in one play through.

## 4 Platform Minimum Requirements

### Minimum

**CPU SPEED:** 1 GHz processor  
**RAM:** 1 GB RAM (64-Bit 2 GB RAM)  
**OS:** Windows 7  
**VIDEO CARD:** DirectX video card with 800 x 600 resolution  
**FREE DISK SPACE:** 1.0 GB available hard drive space

### Recommended

**CPU SPEED:** 1 GHz processor

**RAM:** 1 GB RAM (64-Bit 2 GB RAM)

**OS:** Windows 7 / Windows 8 / Windows 10

**VIDEO CARD:** DirectX video card with 800 x 600 resolution

**FREE DISK SPACE:** 1.0 GB available hard drive space

## 5 Competitors / Similar Titles

Cookie Run

Crash Bandicoot: On the Run!

Dinosaur Game

Sonic Dash

Super Mario Run

Temple Run

Beer Run

Subway Surfers

Zombie Carnaval

## 6 Synopsis

Bored from sitting at home all day you decide to go on a fun run. The nearby forest seems endless and you wonder how long you can run through it until you reach the end...if there is one.

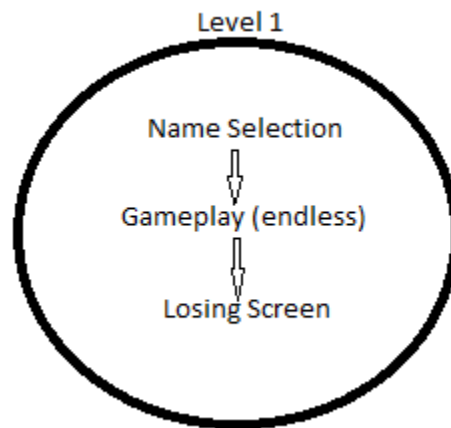
## 7 Game Objectives

The objective of the game is to run for as long as possible, while avoiding enemies, and scoring points.

## 8 Game Rules

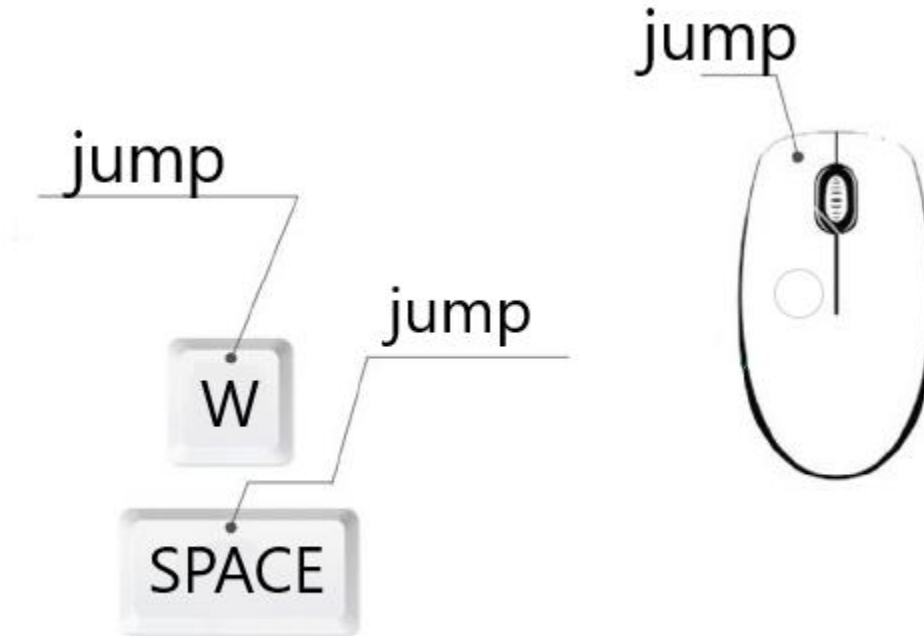
The game level is a closed environment set in forest/jungle through which the Player runs through for fun. The levels are randomly generated with different heights of platforms and obstacles each time the game is started. Each Enemy has a different behavior and will try to hit the Player. The Player scores points by collecting coins.

## 9 Game Structure



# 10 Game Play

## 10.1 Game Controls (PC)



## 10.2 Game Camera

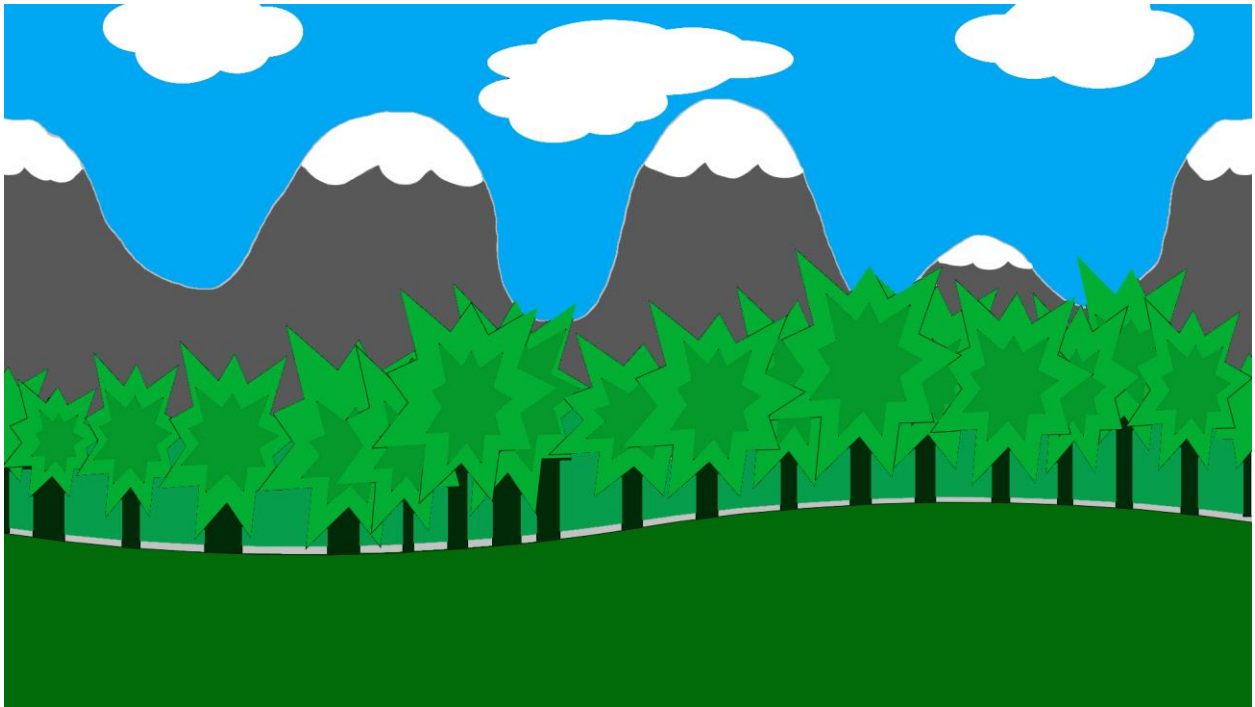
When the game starts, the camera will focus on the character the Player will play as. A textbox will be available for the Player to write his/her name. The camera will remain still while the Player types their name.

The gameplay action is viewed from a *side-view* camera angle and as the Player's character moves from left to right, the screen scrolls with them.

### 10.2.1 HUD



## 10.2.2 Maps



# 11 Players

## 11.1 Characters



The blue character loves to run through the forest.

## 11.2 Metrics

Speed: 6

Speed increases 2% each distance milestone has been reached to increase difficulty.

## 11.3 States

Move: Player will be in a constant forward movement animation that leads to a jump animation or disappear upon death.

## 12 Character Line-up



## 13 NPC

The non-playable characters in Super Fun Run will be only those who act as obstacles in the way of the Player's path. These characters will be rather simple in design and have a fixed movement of either standing still, jumping in a set pattern, or moving slowly back and forth. When the Player touches any npc the level will immediately end.

### 13.1 Enemies

#### 13.1.1 Enemy States

Enemies possess different behavior and states, as described below:

Move: The enemy will move back and forth along a platform.

Jump: The enemy will only jump in place and not move from the platform position.

#### 13.1.2 Enemy Spawn Points

Enemies spawn randomly on platforms.

Once enabled the spider has a 60% chance to spawn.

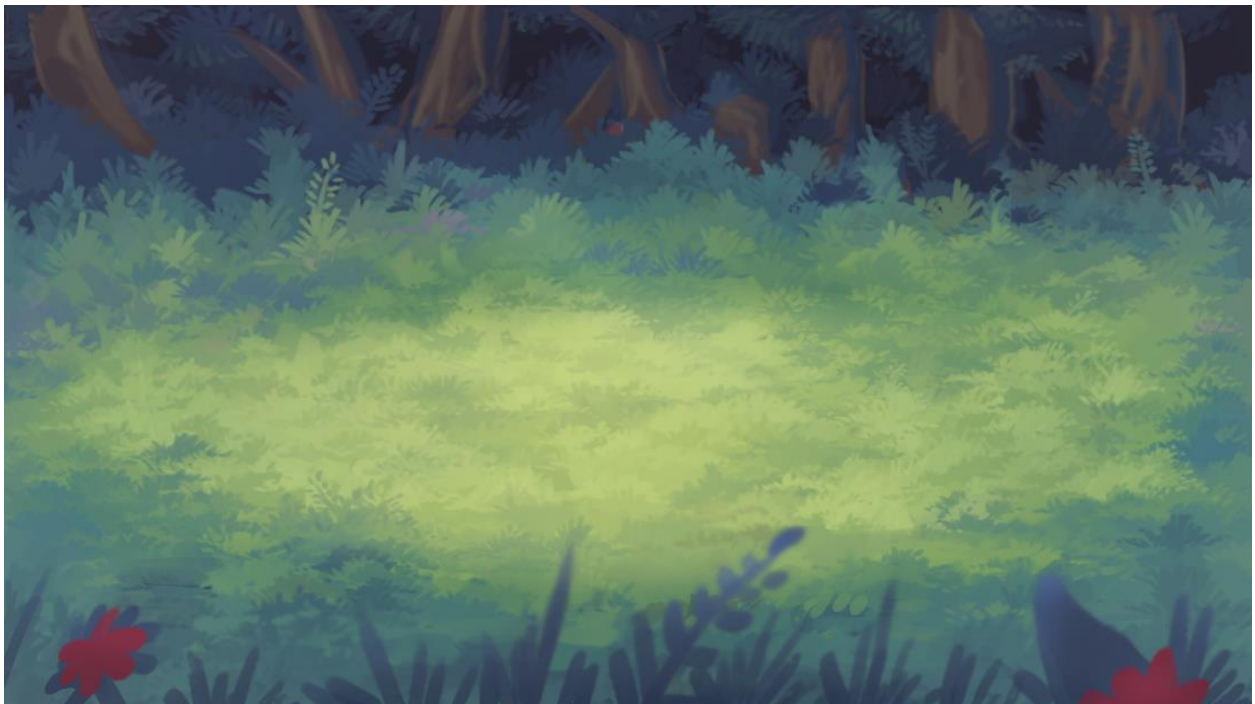
Once enable the snake has a 70% chance to spawn.

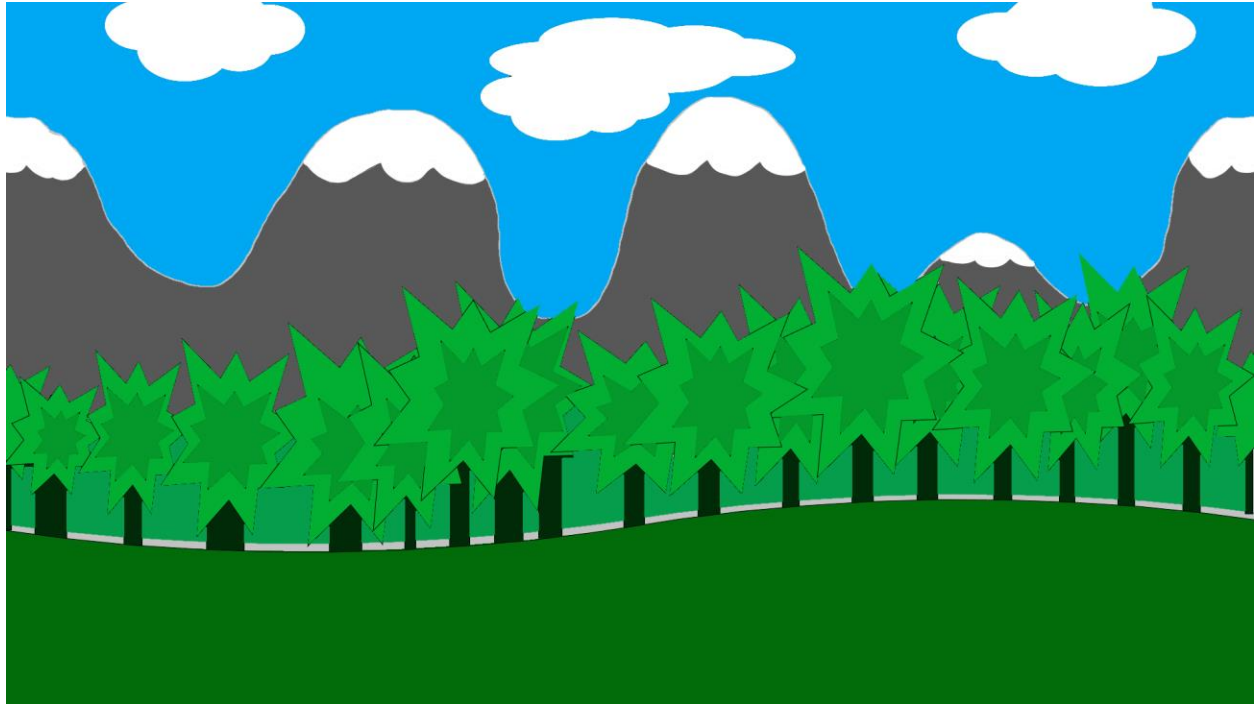


# 14 Art

## 14.1 Setting

The game takes place in a forest. Running through the forest can be dangerous with the different creatures and obstacles in the way.





## 14.2 Level Design



## 14.3 Audio

NAME	CATEGORY	DESCRIPTION
Swinging dutchman	Background music	Plays during the main menu
rising	Background music	Plays during game
Cartoony jump and bounce	FX	Jump sound
Picked echo coin	FX	Pick up coin or gem sound
Male human pain	FX	Player death sound

## 15 Minimum Viable Product (MPV)

One Player character to choose from (Blue)

Built for the PC platform

## 16 Wish List

### ADD CROUCH/DUCK ANIMATION

In a future DLC, add ability to duck or crouch. New platforms will be designed to incorporate new animation in which Player will need to avoid obstacles or enemies with crouch/duck.

### ADD MORE PLATFORMS

In a future DLC, add more variety to the platforms after including the crouch animation.

### ADD MORE ENEMIES

More forest enemies with varying animations such as bees, foxes, raccoons, squirrels, bear and bobcats.

## 17 Bibliography

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coin sprite(png) Original artwork by Jayvee Novilla

gem sprite(png) Original artwork by Jayvee Novilla

spike trap(png) Original artwork by Jayvee Novilla

splash logo(png) Original artwork by Jayvee Novilla

The swinging dutchman by Stefan Kartenberg (c) copyright 2021 Licensed under a Creative Commons Attribution Noncommercial (3.0) license.

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