

## Super Fun Run Game Design Document (GDD)



*'Running is super fun! – Jayvee Novilla*

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## Game Development Team Members

### PRODUCER

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### PRODUCTION MANAGER

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### PRODUCTION COORDINATOR

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### GAME DESIGNERS

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### SYSTEMS/IT COORDINATOR

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### PROGRAMMERS

Jayvee Novilla

### TECHNICAL ARTISTS

Jayvee Novilla

### AUDIO ENGINEERS

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### UX TESTERS

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# 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, into coins to collect them, and into objects that increase the time allowed. The Player's end goal is to not only steer safely across the level and reach the highest score before time is exhausted but also accumulate as many coins as possible.

## 2 High Concept / Genre

Super Fun Run sets the Player in a forest/jungle environment where he/she must run, jump, or duck from platform to platform to collect items to obtain the highest score and/or longest time played. 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 or if time runs out then the game will end and the Player's score and time played will be recorded.

## 3 Unique Selling Points

Super Fun Run rewards players with achievements based on highest score and total time 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.

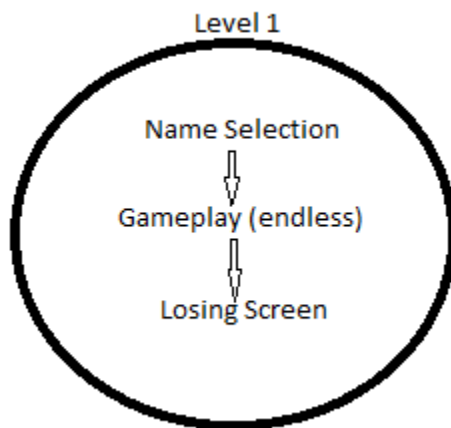
## 7 Game Objectives

The objective of the game is to run for as long as possible, while avoiding Enemies, collecting time bonuses, and scoring points.

## 8 Game Rules

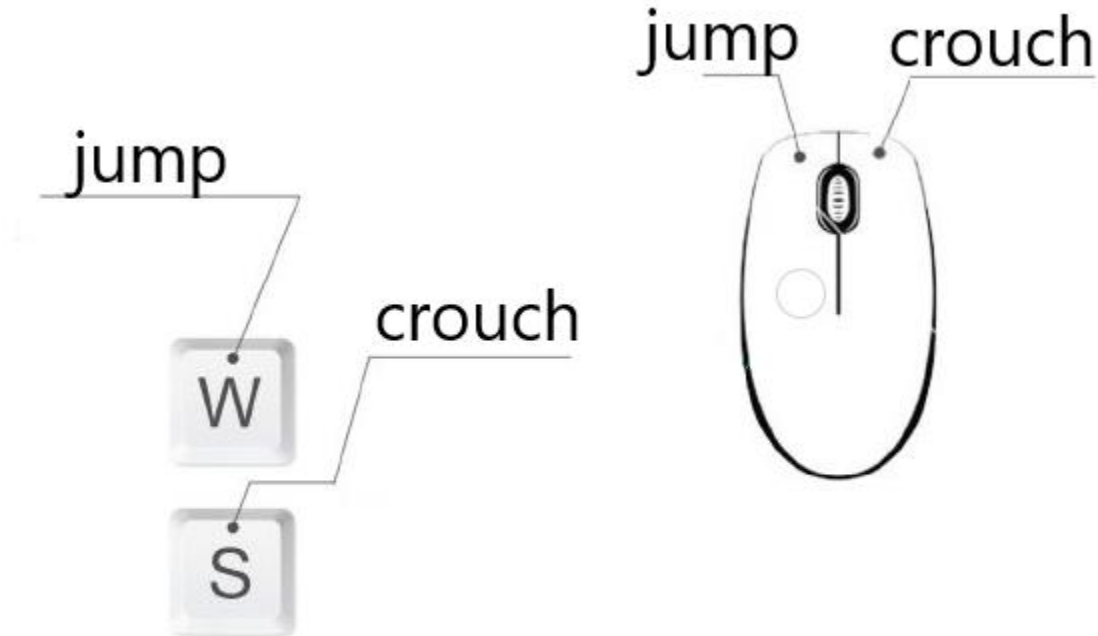
The game level is a closed environment set in forest/jungle through which the Player runs through for fun. The levels are randomly generated with different heights of platforms and obstacles each time the game is started. Each Enemy has a different behavior and will try to hit the Player. The Player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

11.2 Metrics

11.3 States

11.4 Weapons

## 12 Player 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

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

## 14 Art

### 14.1 Setting

### 14.2 Level Design

### 14.3 Audio

## 15 Procedurally Generated Content

### 15.1 Environment

### 15.2 Levels

### 15.3 Artificial Intelligence NPC

### 15.4 Visual Arts

### 15.5 Audio

### 15.6 Minimum Viable Product (MPV)



## 16 Wish List

## 17 Bibliography

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