

Design document for Mobile Applications Development 3

Project

by Éoghan Muldoon

G00358767

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Reason of type game

The game I want is a 3d endless runner. The reason I choose this is they can be very popular with people who wouldn't be into game. Just like Temple Run, Subway Surfers and Super Mario Run (Even the that not an endless runner).

I didn't want to go with 3D rail shooter is because I think they a thing of the past. I don't think a wider of an audience will want to the play this type of game.

Tradition Board game could be fun to play. This could include chess, snake and ladders, Ludo and draughts. The reason I didn't pick this is because everyone plays them games before, and I want to see something else done.

Front End

The front end Should be having a title screen which you start on. This menu should contain the following items.

- Start Game
- Options
- Quit Game

In-Game Menu

The menu in the game should contain the following

- Pause Menu
- Option Menu
- Title Menu (Start Menu)
- Level Select Menu.

I think the menu are quite self-explaining.

Control Mechanisms

The control should be the standard WASD. Space should be jump. The game would auto move forward for you so the “w” key can be used for jumping as well.

The Game

In the game the goal is to get as far as possible before dying. Just like Temple Run and Subway Surfers. The different is that the different levels can change how the player jump or run (Explain more in [Level Design](#)) this give the game a new way of playing.

The difficulty of the game would increase by cause the player speed up. This will cause the player to have a faster reaction time and can be challenging for the player while still seems possible.

Level Design

The level design I have in my head is different environment. Which cause the player to move differently in each level?

Regular world: the player moves normal here.

Swamp: The player moves more slowly making the easier for newer people or younger letting them get a hang of it.

Foreign Planet: The player might be able to jump higher or lower depends on how it added.

With these different levels type the game would be unique and give the player more replayability cause each level work differently by a little bit that it not a new game but it gives the player a challenge.

Enemies and Targets

It an endless runner so the enemy could be just spikes or even guys standing there if they hit you, they die. There could be bar coming at you from below that you must jump over and another obstacle.

Powers Ups

This can be as simple as double jump and invincible. They can be implanted by single use or a time use or both.

Multiplayer

This could be added using the play and pass. To find what I mean about play and pass you can see it being used in the new Crash Bandicoot 4: It's About Time.

The way it will work in this game would be the player have one live and they go as far as they can and once, they die it pass on to the next person. That keep going and who every get further wins once everyone got a go. The game should tell you who went further.

This feature be unique as I never seen it in an endless runner before.

The following image is what display when it the next person go



P1

Turn



P2

Turn