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Game Design Document

I. Jumper Dropper

II. Overview

- **Get the greater score**
- **Race**
- **Audience from 13 to 20 years old**
- **This game will test your reflexes as a player while avoiding all obstacles and accumulating the best distance. Also, you must achieve 1000 meter to win. The game will have five levels of difficulty while the player keeps running.**
- **Level 1**
In this level the player starts running on a moderate speed and avoiding objects. Also, you start with 0 meters and to complete this level you must get 200 meters.
- **Level 2**
In this level, the objects will get speed an obstacle will be harder, and for you to complete this level you must get level 1 and 400 meters.
- **Level 3**
For the 3er, things will get tough because its speed will be faster, and obstacles randomized. Also, some enemies will try to stop you shooting at you or running at you. Although, you must obtain 600 meters to complete this level.
- **Level 4**
For this level you are going to be power up with a speed bust and resistant to enemies' attack, you will be able to run without getting hit or stop, this will last just 150 meters. Regardless, you must complete 800 meters to get to the next level.
- **Level 5**
This is the final level, and as a final we face the final boss. So, you have to survive while you run and avoid its attacks so you can achieve the 1000 meters to win.

III. Gameplay and Mechanics

- **Your objectives are to run as fast as you can without getting caught by the dropper.**

IV. Targeted Platform

- **Android**

V. Technologies

- **Unity**
- **C#**

VI. Assets

- **Open Game art**
- **Itch.io**

Pick your genre

Race

Pick your platform

Android Platform

Write out preliminary Design

Start with a core philosophy

This game test your reflexes as a player.

Write down your features

Race to avoid the dropper at the final level.

Obtain the highest score in the game.

Struggle to survive attacks from obstacles and enemies