

# Cloudus 365 v 1.0.0

A Little Planet Games

Sadiki Solomon, Kyunghwan Sul, Amy Wang

# Jobs

Game Designer : Kyunghwan Sul

Artist : Amy Wang

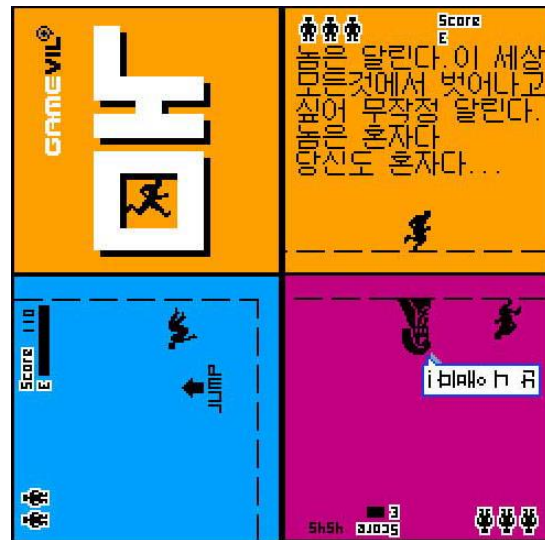
Developer : Sadiki Solomon

*Document written by Kyunghwan Sul*

# References 놀 (Nom)

UI style : 1111%

F2P. Simple Design and simple mechanics



# Cloudus 365

## Goal

- Make a simple game and publish it on Google Play with ads

## Core Loop

- Repetitive Gameplay with simple mechanics

## Hook

- Infinite runner game with rotating views

# Optimizing & Play store needs

- Unity mobile development tutorial
  - <https://unity3d.com/learn/tutorials/topics/mobile-touch/mobile-development>
- 600x1024 screen size or vise versa
  - [https://developer.android.com/guide/practices/screens\\_support.html](https://developer.android.com/guide/practices/screens_support.html)
- Steps
  - <https://support.google.com/googleplay/android-developer/answer/113469?hl=en>

# Needs - importance up to down

- Play Scene
- Clear Popup / Fail Popup
- Main Scene
- Setting / Pause Popup
- Exit Popup

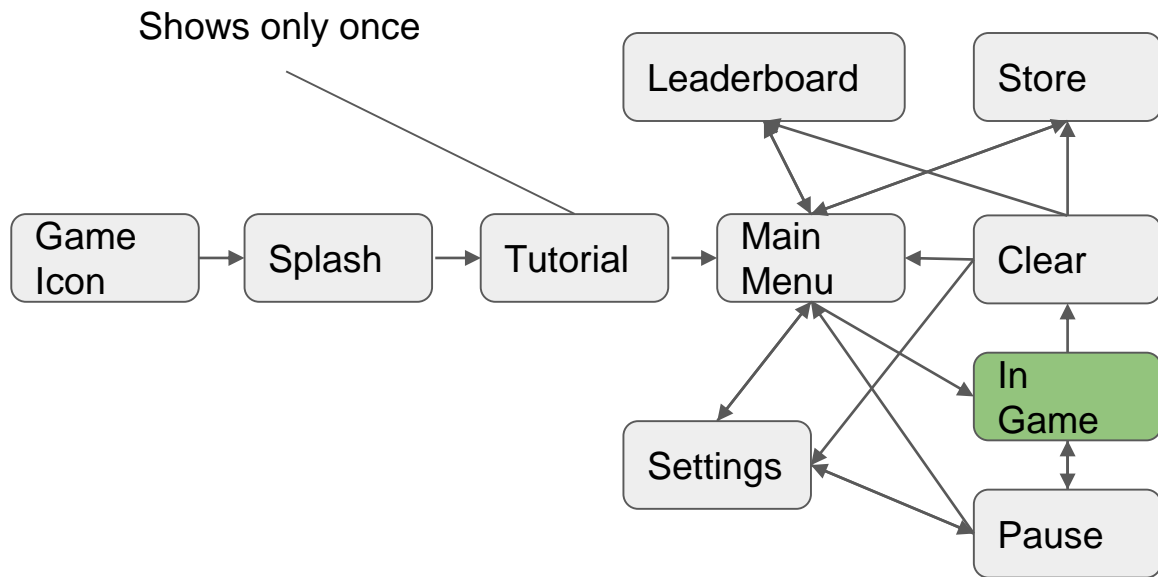
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- Video / bar ad
- Leaderboard
- Store Popup (?)

# Story Line

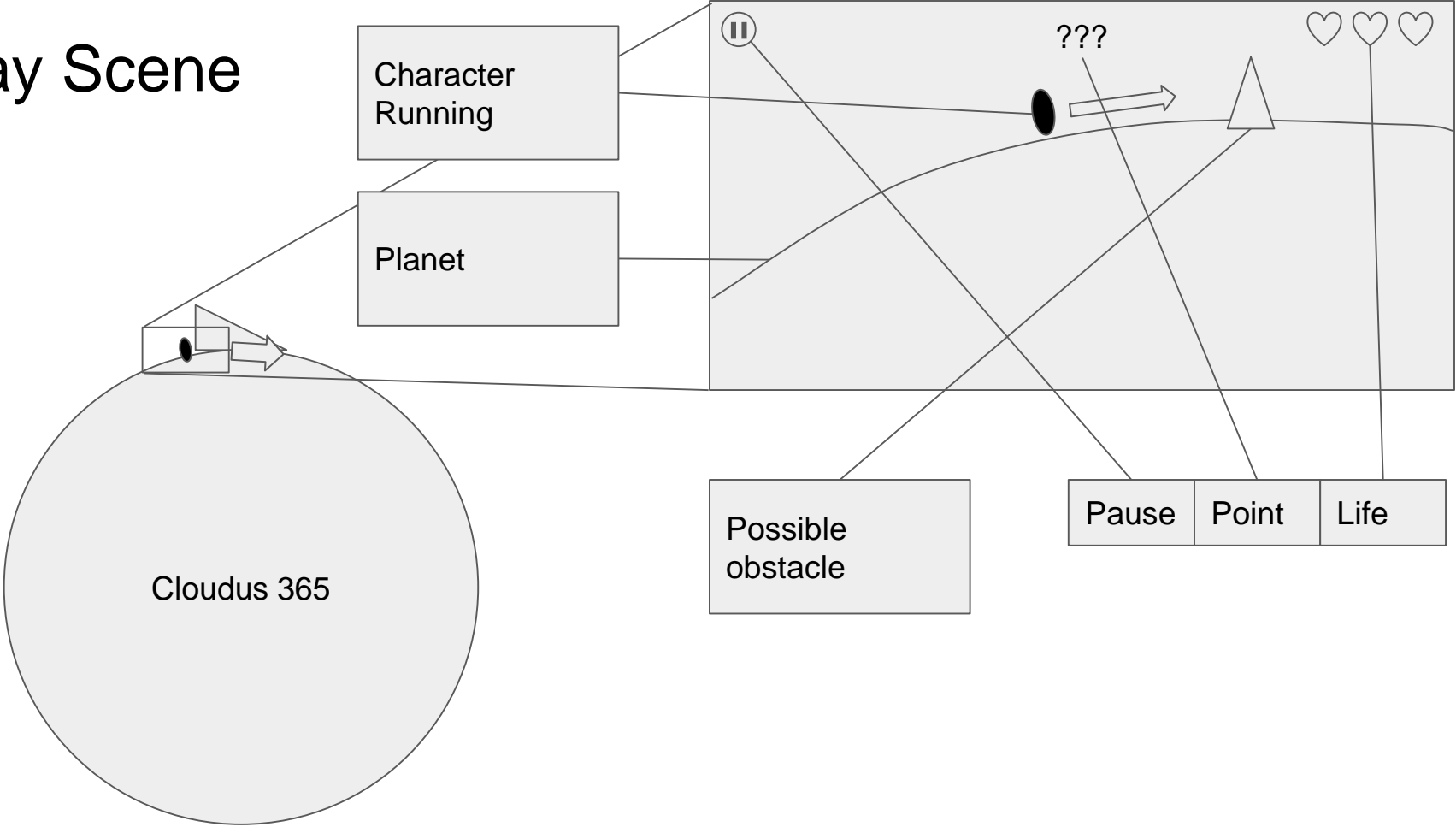
- Spaceship crashed on a faraway planet, Cloudus 365.
- The only survivor (player) needs to search around the planet to find spaceship parts that has been scattered around when crashing.
  - Shows up Randomly in game
  - When found all parts player can go to a different planet (different size / design)
    - Future work

# Core Loop





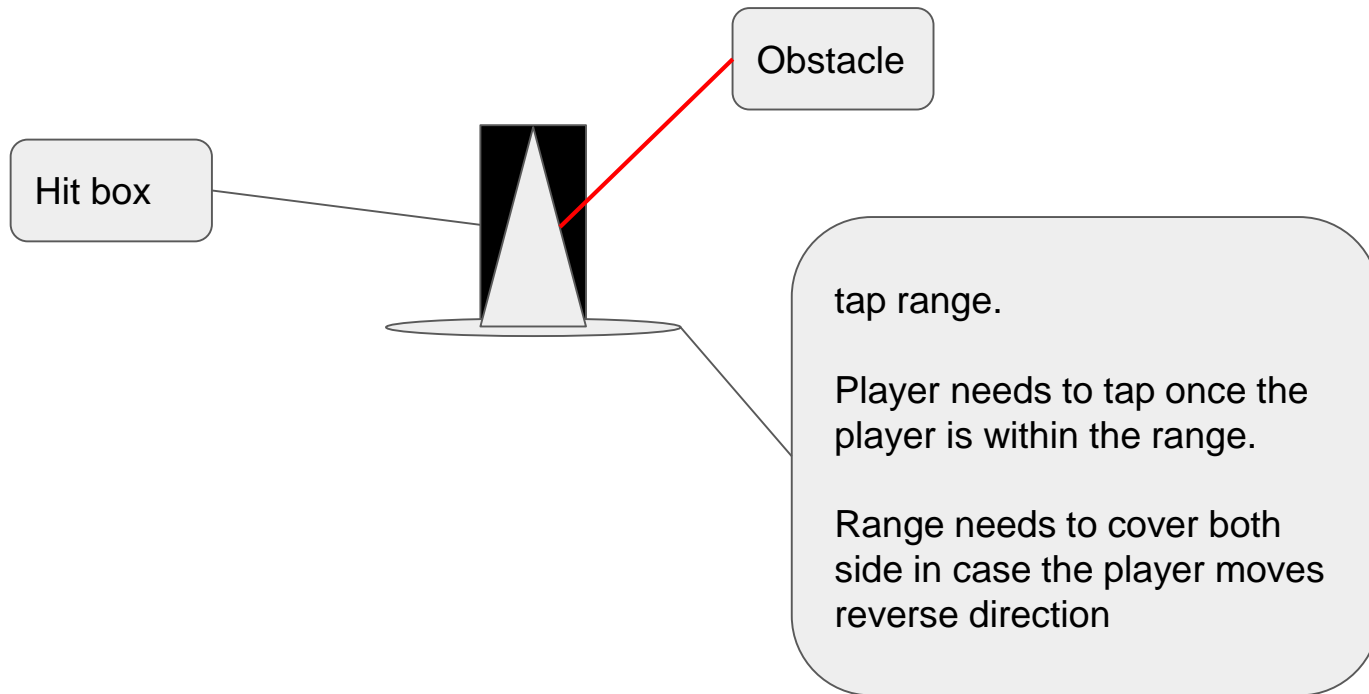
# Play Scene



# Play Scene Continued

- Mechanic: Touch / Tap
- All actions are played when tapped. Need to touch at the right timing for the player to survive
- Character moves in a certain speed. (Player cannot control the speed)
- Health : 3 (for now)
- Action : Jump, Avoid (slide?), Attack
- Jump Obstacles : Rocks, Spikes, Holes
- Avoid Obstacles : Waves, Clouds, Bugs flying above ?
- Attack Obstacles : Deadly plants (large flytrap), Wild alien animals
- Wall : Reverse - move to opposite direction

# Obstacle



# Difficulty

Speed = 1

1 Point = 1 Second

if(point > 1 && point <= 100) speed=1; Every 5 ~ 7 second 1 obstacle;

(Later work) After 50 add in obstacle that rises from underground as a surprise

if(point > 100 && point <= 200) speed=2; Every 4~6 second 1 obstacle;

if(point > 200 && point <= 300) speed=3; Every 3~5 second 1 obstacle;

Every +100 After that speed += 1

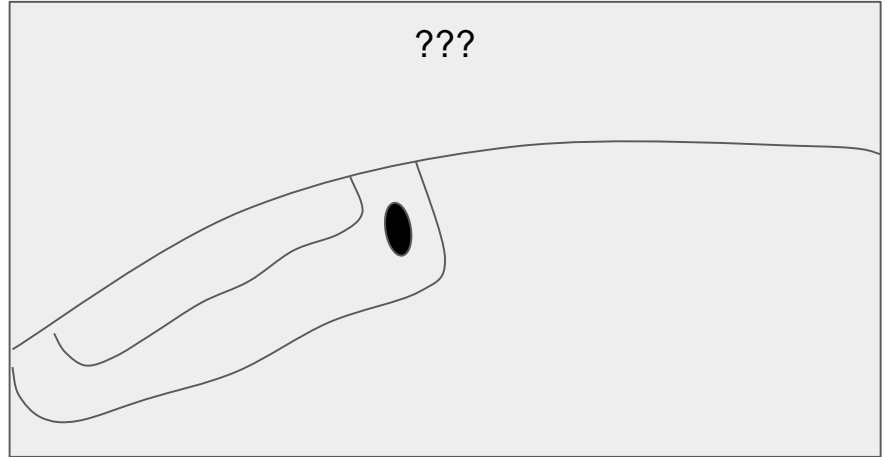
# Unity Example

<https://forum.unity.com/threads/released-2d-gravity-kit.446184/>

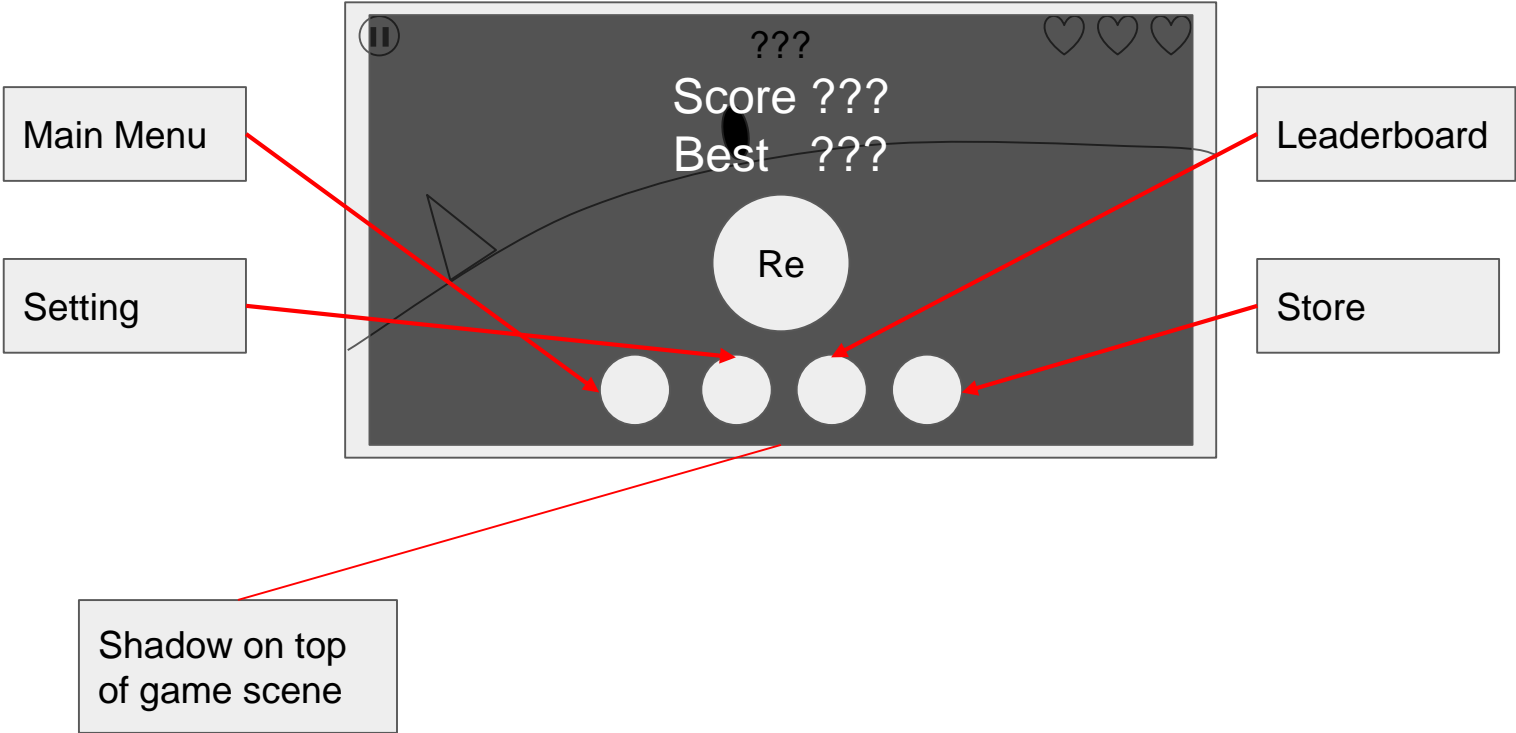
<https://www.youtube.com/watch?v=3T2bB9LSB44>

# Play Scene continued 2 - Hole - Future work

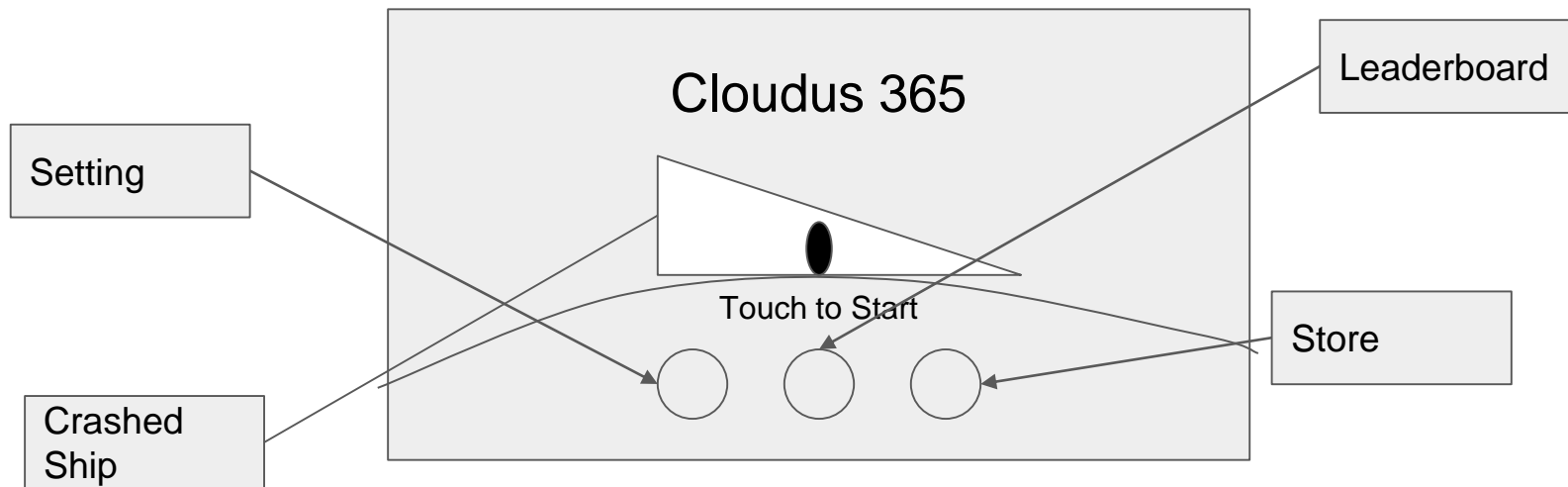
- If player doesn't jump over the hole the player goes down to an underground tunnel / cave
- Obstacles exist underground
- Exit will show up soon after



# Death Popup

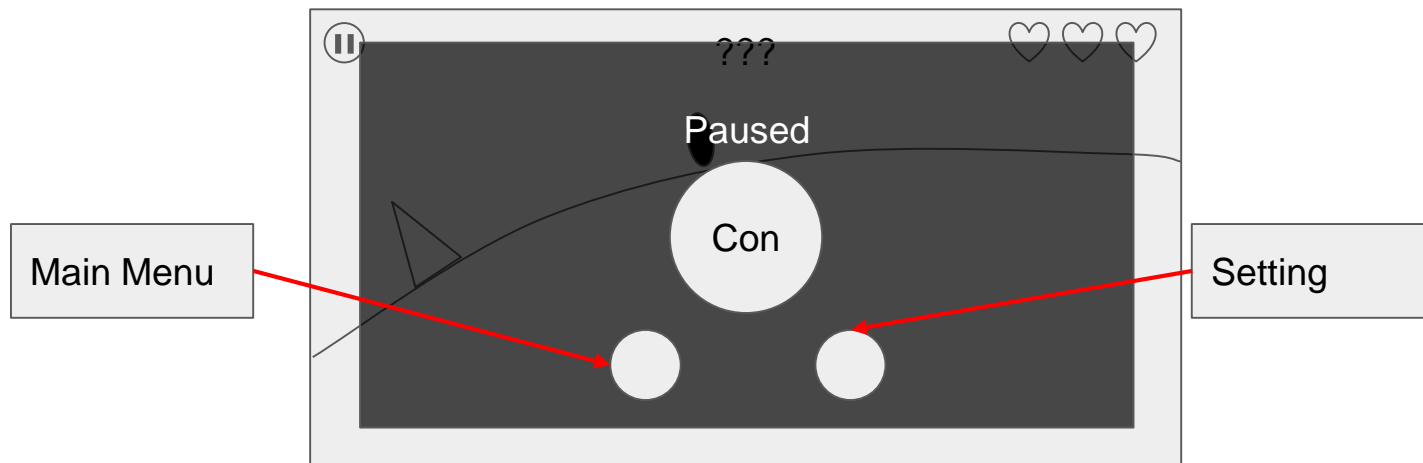


# Main Scene





# Pause Popup



# Setting Popup

Setting

Music  
SFX

Close

# Exit Popup

Are You Sure?

Yes

NO

# Tutorial

- Beginning - Character stands in front of wrecked ship
  - Dialogue: “My ship crashed! I must find the scattered parts to fix the ship and get back home!”
- Starts moving - To the right
- First time confronting obstacle
  - Stops the scene with tapping guide until the player taps
  - Player jumps and the game continues
- After tutorial at main page - Above the character speech bubble with dialogue shows up.

# Art style - concept



Black Planet (Big Black Circle) with space background

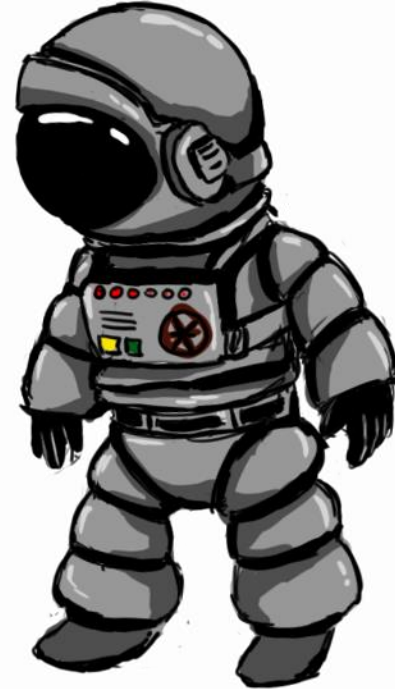
- Will divided the planet into 3 sections 120 degrees each.
- Desert, Forest, Ocean
- Each Area will have different lighting but will keep the background same

All objects on the planet will be black (Except character and obstacles)

Will add a placeholder boxes on the planet and randomly assign them images so that every time the map will seem different.

# Art style - Character (By Amy)

Our Astronaut Design - with running animation  
Future work - Jumping / Attacking (Dodging if needed)



# Sound - Required

- Button SFX - One button sound for all buttons. “Click”
- Action SFX - “Jump “Boing”, Attack “Pow”, Damage Sound, Death Sound
- BGM - mystical melody with humming sound