

KITTENFLAPZ PRODUCTIONS



KIBBLE RUN

GAME DESIGN DOCUMENT

Version #1.2

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Catt Symonds

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Document Version History

1.0 - Document creation – September 15th

1.1 - Added images and sounds lists – September 22nd

1.2 - Updated sound list and proofreading – September 23rd

Game Overview

Kibble Run is a fast-paced top-down runner/dodger game (similar to an endless runner, but in defined levels) where the goal is to reach a bowl of kibble at the end of the level before your stamina runs out.

Game Play Mechanics

The game is a 2D autoscroller, giving the appearance that the player has a constant velocity forwards. There will be oncoming obstacles which the player will need to dodge, and enemies which the player will double-tap to attack. The player has a stamina bar which gradually decreases as the player runs, but through collectibles, can replenish. The stamina bar will decrease more quickly if the player is attacking. If the stamina bar runs out, the player is defeated and must start again

Camera

Top-down, following the player.

Controls

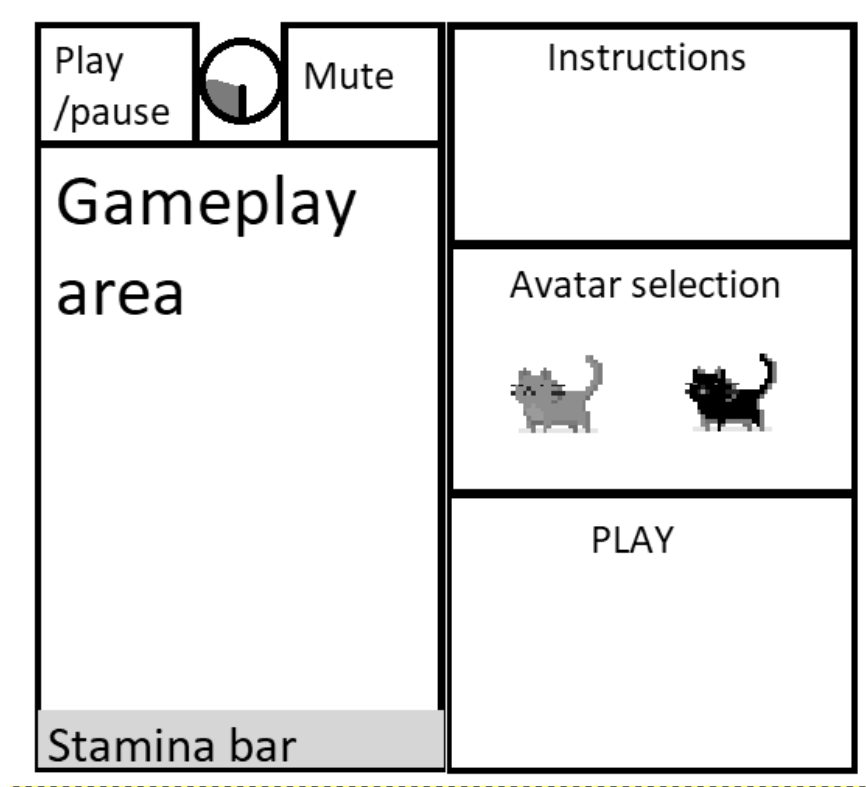
Touch/hold left side of the screen to move left and right to move right.

Double tap anywhere on screen to attack.

Saving and Loading

Information about which levels the player has successfully completed is stored so that player can move on to the next level when next playing.

Interface Sketch



Menu and Screen Descriptions





Game World

A long hallway with a door at the start and a bowl of kibble at the end (not visible until close to the end of the level). Obstacles include books, tables, chairs, dirty laundry etc. to move around, and pests like mice to attack.

Levels

Level 1 is a simple almost tutorial-style level with few complex dodging maneuvers. Levels will increase in complexity.

Game Progression

As levels progress, the game scrolls faster and there are more obstacles and less stamina-replenishing pickups.

Characters

Lovelace, the cutest cat in the world, is the avatar of the player character.

Player can choose from cat avatars.

Enemies

Mice intermittently approach and try to stop the player character using simple AI.

Weapons

A simple claw-scratch which destroys enemy mice instantly. Double-tap to scratch.

Items

Treat pickups represented by little fish.

Abilities

Move and scratch.

Script

The instructions will be given from Lovelace's point of view in text boxes. "Tap here to make me jump" etc.

Scoring

A simple gauge in the top-center of the screen shows how close the player is to finishing the level.

Bonuses

If player completes level with very high or very low stamina, there will be special messages from Lovelace.

Sound Design

All original soundtracks and effects written/designed by David Huzyk with engineering by Catt Symonds. Produced by David Huzyk and Catt Symonds.

Sound Index

Name	File Size	Filetype	Length
KibbleRun_Collision	11kb	MP3	0:01
KibbleRun_endgame	221kb	MP3	0:14
KibbleRun_LRNoise	9.79kb	MP3	0:01
KibbleRun_LRNoiseReverse	7.34kb	MP3	0:01
KibbleRun_menuscene	168kb	MP3	0:10
KibbleRun_playscene	0.97mb	MP3	1:04
KibbleRun_UIClick	8.57kb	MP3	0:01
KibbleRun_WinMeow	87.7kb	MP3	0:05

Art / Multimedia Index

Name	File Size	Filetype
CatSpriteSheet	13.9kb	png
EnvironmentTileset	111kb	png
SquirrelSpriteSheet	17.2kb	png
UISheet	11.2kb	png
Tilemap	17.7kb	png

Future Features

Many more levels.