

KITTENFLAPZ PRODUCTIONS



KIBBLE RUN

GAME DESIGN DOCUMENT

Version #1.4

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Catt Symonds

Table of Contents

Contents

Game Overview.....	4
Game Play Mechanics	4
Camera	4
Controls.....	4
Saving and Loading	4
Interface Sketch	5
Menu and Screen Descriptions	6
Game World.....	7
Levels.....	7
Game Progression	7
Characters	7
Enemies.....	7
Weapons	7
Items	7
Abilities	8
Scoring.....	8
Sound Design	8
Sound Index	8
Art / Multimedia Index.....	8
Future Features.....	9

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

1.3 – Updated instructions and play scene screenshots – September 26th

1.4 – Updated to reflect functionality implementation – October 20th

Code Version History

Major change in functionality – stamina bar no longer exists, everything uses timer

✓ master	origin/master	Build out level, win screen added, UI debugging	CS	Catt Symonds	bfcdf41	20 Oct 2020 12:37
○		Minor internal documentation edits	CS	Catt Symonds	740dd6f	19 Oct 2020 11:42
○		Treats are now randomly generated with object pooling	CS	Catt Symonds	9df0c24	19 Oct 2020 11:11
○		Added scorekeeping	CS	Catt Symonds	bd1188e	17 Oct 2020 15:04
○		Added treat pickups	CS	Catt Symonds	65623c9	17 Oct 2020 13:59
○		Updated fonts, added attack cooldown	CS	Catt Symonds	1de2781	17 Oct 2020 13:43
○		Changed enemy order in layer	CS	Catt Symonds	134c861	16 Oct 2020 16:34
○		Overhauled points system	CS	Catt Symonds	d46c814	16 Oct 2020 16:26
○		Time out/game over functions and radius visual	CS	Catt Symonds	1e92d20	16 Oct 2020 13:50
○		Implemented enemy with simple radius detection, follow and stun	CS	Catt Symonds	a57352d	15 Oct 2020 17:33
○		Game manager and timer implemented	CS	Catt Symonds	106c808	14 Oct 2020 18:59
○		Camera follow functionality	CS	Catt Symonds	960abf5	14 Oct 2020 18:59
○		Attack audio and player controller development	CS	Catt Symonds	f8eccb3	12 Oct 2020 15:28
○		Added scene transitions (pink crossfade)	CS	Catt Symonds	930a81a	12 Oct 2020 12:49
○		Instructions and Pickup Additions	CS	Catt Symonds	f0c00b1	26 Sep 2020 10:16
○		Added GDD pdf	CS	Catt Symonds	44654ce	23 Sep 2020 12:02
○		Importing assets and audio setup	CS	Catt Symonds	1b7258b	23 Sep 2020 12:00
○		Testing Genymotion.	CS	Catt Symonds	9b86cce	15 Sep 2020 13:56
○		Initial commit	CS	Catt Symonds	1ac1ea9	15 Sep 2020 13:45

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 timer 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 pickups – cat treats - which the player needs to collect and enemies which the player will double-tap to attack. The player has a timer which gradually decreases as the player runs, but through collectibles, can replenish. The timer will decrease more quickly if the player is being attacked by an enemy. If the timer runs out, the player is defeated.

Camera

Top-down, following the player.

Controls

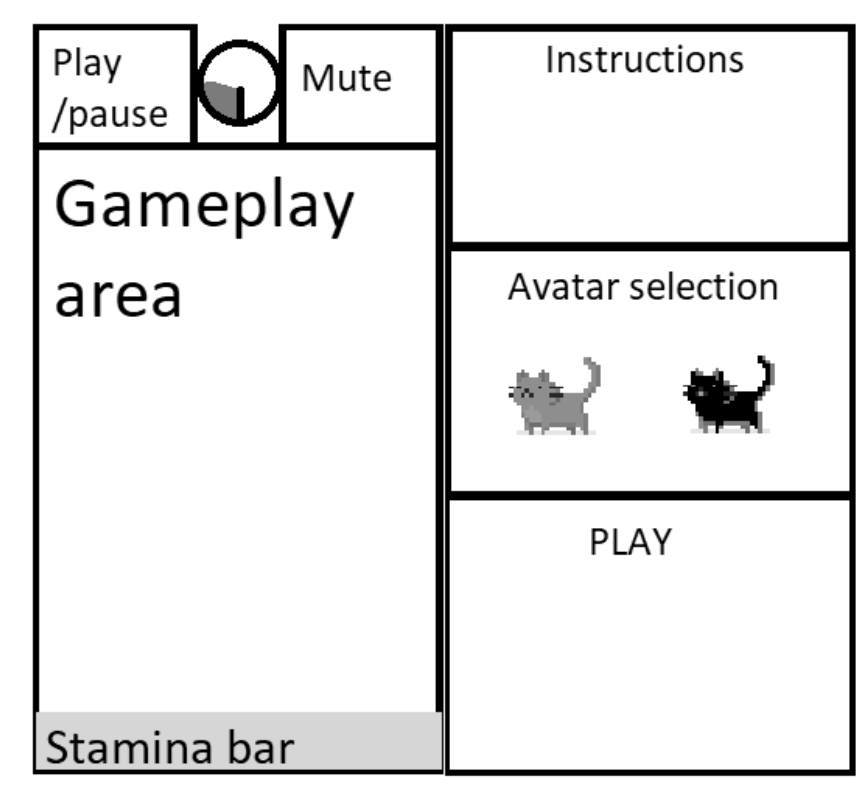
Touch/hold left side of the screen to move left and right to move right.

Touch middle of screen to attack.

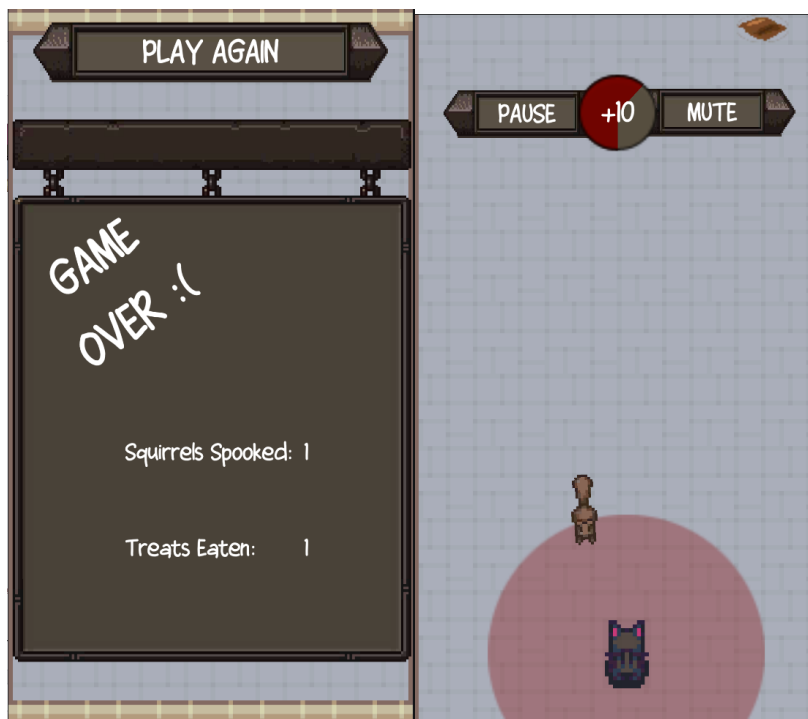
Saving and Loading

There is currently no saving and loading in the game. Later, information about which levels the player has successfully completed will be 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). Squirrels and treats litter the hallway.

Levels

Level 1 is a simple almost tutorial-style level.

Levels will increase in complexity.

Game Progression

As levels progress, there are less timer-replenishing pickups.

Characters

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

In the future, player will be able to choose from cat avatars.

Enemies

Squirrels intermittently approach and try to stop the player character using simple detection and steering AI.

Weapons

A simple claw-scratch which destroys enemy squirrels instantly. Tap on middle of screen to attack.

Items

Treat pickups.

Abilities

Move and scratch.

Scoring

A simple gauge in the top-center of the screen shows a timer indicating how long the player has left.

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
Fish2	1kb	png

Future Features

Many more levels. Saving and loading. Obstacles.