

Game Design Document

Clean the Beach

By- Saksham, Garvit and Manav

Overview-

This is a hyper-casual, single-player game featuring the 3 lanes system which is made with the wonderful idea of preservation of Earth by maintaining the cleanliness, following the 3R's and bringing back the perfect Earth.

Genre-

The game is given a genre of Hyper-casual and endless runner.

Target Audience-

The game is rated 7+ for all types of players but the main focus is on players of ages 7 to 16 with no use of restricted content like Blood, drugs and hard violence or gambling

Mechanics-

The game movements are based upon the left mouse button, you can move the character sideways with a sideways swipe on the screen and jump by swiping vertically. The objective is to collect the Trash on the beaches and recycle them to make certain products like books, metal sheets etc, and sell them to gain money which can be used to upgrade the run accuracy with upgrading power-ups, else use the money to upgrade your beach and make it better, attractive and more fun for people.

Future plans-

The presented is a game prototype of a future sale-ready game. The future of the game includes better animations with much improved UI elements and an introduction to power-ups, High Score system for online competition, connectivity to Facebook, google play etc, improving money system and addition of more gatherable trash and recyclable products. The main attraction for the future is dynamic upgradation (improvement of visual elements) of the beach using money to buy and place trees, coast guard huts, food stalls, dustbins, water sports etc in a confined mechanism to keep the genre of hyper-casual alive. Addition of Power-ups is also in the store.

Mood Board-

Scenario



Run Environment



3R - Reduce, Reuse and Recycle



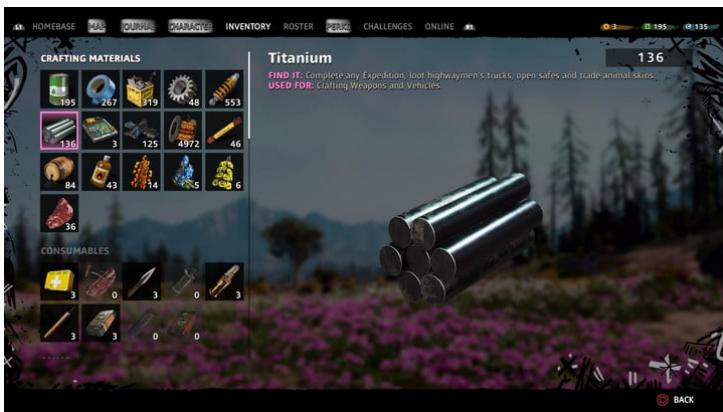
Run Mechanism and gameplay rough idea



Dialogue system with buyers.



Craft products with recycled materials



Beautify your beach (similar games)

