

Police Chase Game Design Document



‘Fasten your seatbelt, be alert, and get ready for some action.’

Table of Contents and Team Member Listing

Table of Contents

- 1 Game Overview
- 2 High Concept
- 3 Synopsis
- 4 Game Objectives
- 5 Game Rules
- 6 Game Play
 - 6.1 Game Controls
 - 6.2 Map
- 7 Player
 - 7.1 Characters
 - 7.2 Metrics
- 8 NPC
 - 8.1 Obstacles
 - 8.1.1 Spawning
 - 8.2 Enemy
 - 8.2.1 Spawning
- 9 Art
 - 9.1 Setting
 - 9.2 Level Design
 - 9.3 Audio
 - 9.4 What I Developed

Game Development Team Members

PRODUCER

Mark Rassamni

PRODUCTION MANAGER

Mark Rassamni

PRODUCTION COORDINATOR

Mark Rassamni

GAME DESIGNERS

Mark Rassamni

SYSTEMS/IT COORDINATOR

Mark Rassamni

PROGRAMMERS

Mark Rassamni

TECHNICAL ARTISTS

Mark Rassamni

AUDIO ENGINEERS

Mark Rassamni

UX TESTERS

Mark Rassamni

1 Game Overview

Title: Police Chase

Platform: macOS

Genre: Single Screen, Action

Rating: E-Everyone ESRB

Target: Casual gamer (aging from 10 - 30)

Release date: November, 2017

Publisher: Rassamni Inc

Description: This game is a pursuit of fast-paced road action. You are in the driver's seat. Catch the criminal before you crash. You have to survive the chase by avoiding construction zones, fast-moving trains, and dogs. You regain health by snatching hearts.

2 High Concept

Police Chase sets the player as a driver in a police car chasing the criminal. Objects appear suddenly that must be avoided in order to stay on the road. Dogs, road blocks, and construction cones make the player lose life but can be regained by snatching a heart to stay in the chase. If the player hits a train, the game ends automatically.

3 Synopsis

Pretend you are the police wanting to catch the criminal. You always felt the need for speed and now you can drive fast weaving in and out of obstacles.

4 Game Objectives

The object is to stay alive until you reach the criminal's car and crash into him to stop him from escaping.

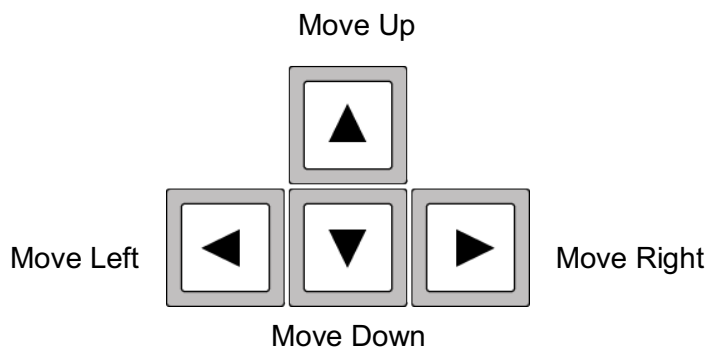
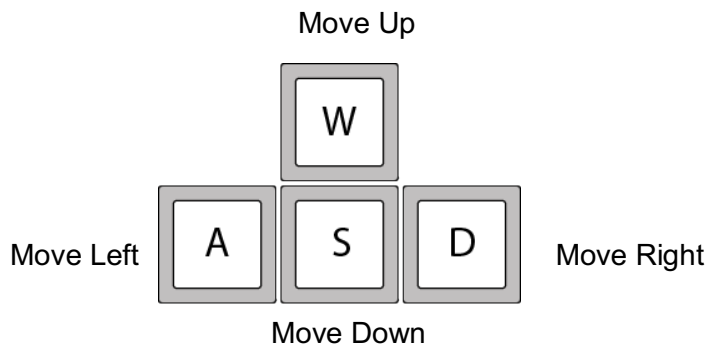
5 Game Rules

The game level is a single screen with a road background that the player is driving along in his police car. The player can accelerate or decelerate to move to the front or back of the screen and also move up or down to change lanes. There are different spawn points for each of the obstacles that can stop the player from catching the criminal. The player starts with 3 lives and loses a heart from hitting smaller obstacles, or loses all 3 lives if he crashes into a train. After a set time of avoiding obstacles, the player will catch up to the criminal. If the player crashes into the criminal, he catches him and the level ends.

6 Game Play

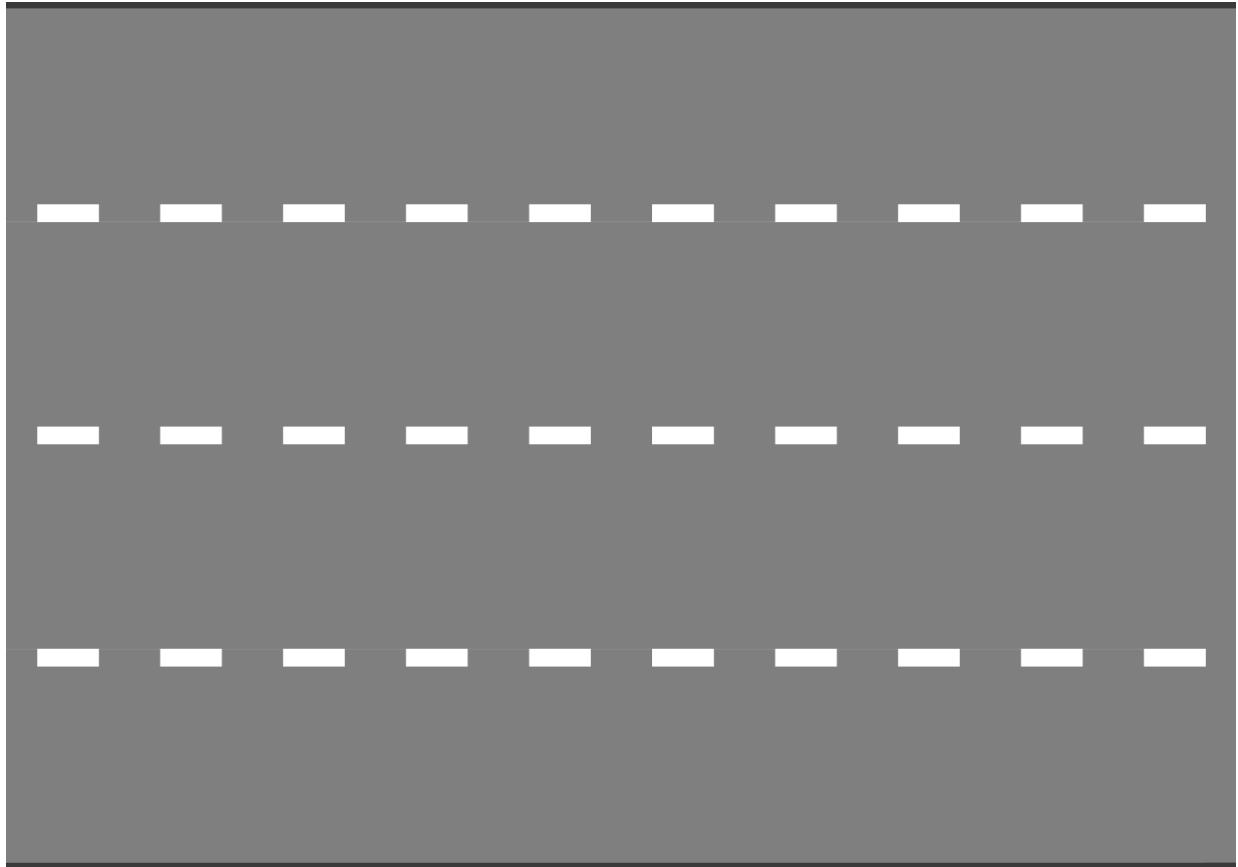
6.1 Game Controls

Either set of keys can be used for movement:



6.2 Map

The map is a 4-lane street:



7 Player

7.1 Player Character

Police Car is capable of driving at high speeds. Driver has good coordination to avoid obstacles.



7.2 Player Metrics

Speed: 60-70mph

Max Health: 3

8 NPC

8.1 Obstacles

The obstacles spawn from different spawn points on the road. The cones and road blocks sit still on the road. The dogs are running towards the player. Trains move vertically along their tracks which intersect the lanes on the road.

Cone

Damage: 1

Road Block

Damage: 1

Dog

Damage: 1

Speed: 7mph

Train

Damage: 3

Speed: 100mph

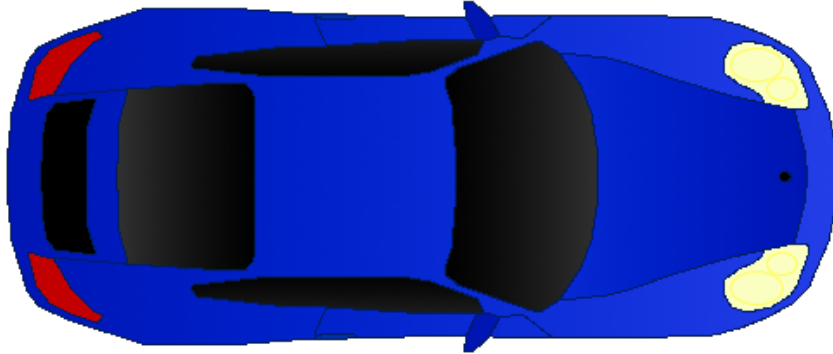
8.1.1 Obstacle Spawning

Each obstacle has a different location that it will spawn. The obstacle type that will spawn is chosen randomly at spawn time.

Obstacle	Spawn Point
Cone	On lane dividers
Road Block	In the lanes
Dog	In lanes and on dividers
Train	On tracks crossing all lanes

8.2 Enemy

Criminal Car:



8.2.1 Enemy Spawning

Criminal:

Spawn Point: Random lane

Spawn Time: 45 seconds

9 Art

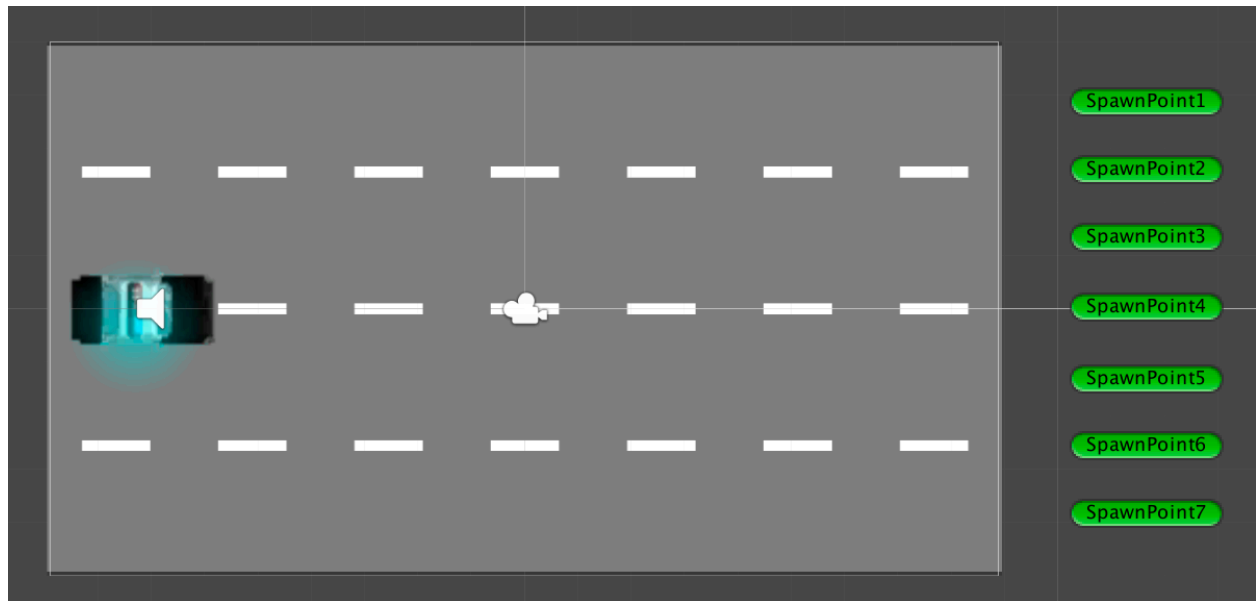
9.1 Setting

This game is set outdoors on a road. The cars and objects are realistic in shape and size.

9.2 Level Design

This is a single level of roadway.

The spawn points for the objects are indicated by green labels. The objects will appear at random points at different rates of speed. The lanes of the road are separated by broken white lines.

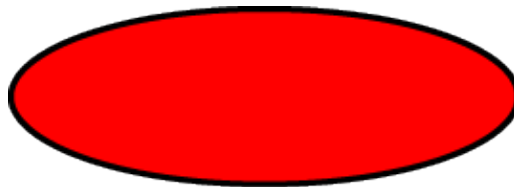


9.3 Audio

Name	Category	Description
Damage	FX	Plays when car hits obstacles
Dog Bark	FX	Plays when car hits dog
Game Music	Background Music	Plays during the game
Game Over	FX	Plays when out of lives
Heal	FX	Plays when pick up heart
Menu Music	Background Music	Plays while in the menu
Siren	FX	Plays when criminal caught
Train Horn	FX	Plays when car hits train

9.4 What I Developed

- All scripts for the game
- Button Backgrounds



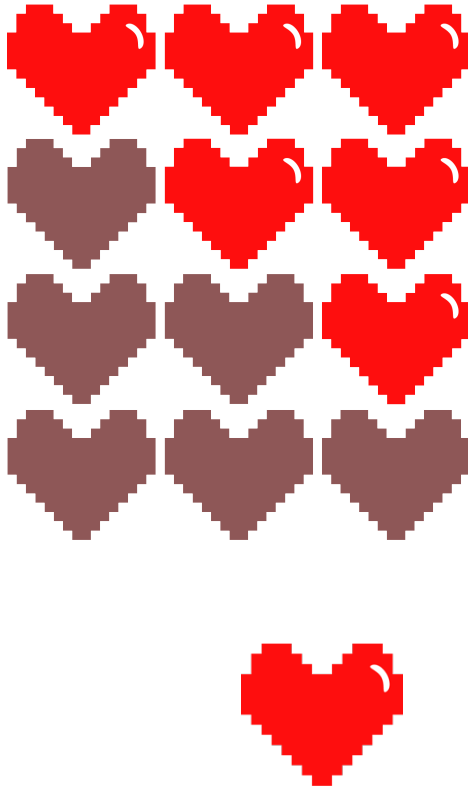
- Cone



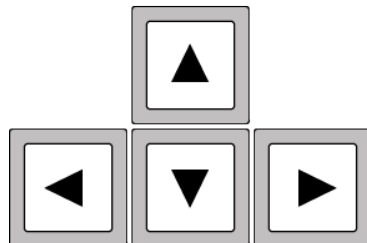
- Escape Key



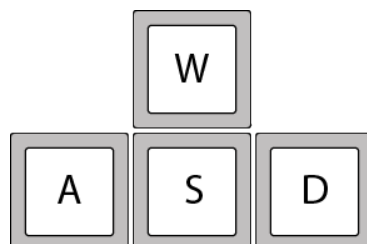
- Hearts



- Arrow Keys



- WASD Keys



- Road

