

# GenZ DevLabs. Chicken Run game design document

## Part I: Game overview

### Project background

GenZ DevLabs is a gaming company that creates AR games. I'm a Co-Founder of that company and we decided to create a classic Temple Run like game to give players AR experience.

### High-level concept

**Game name:** Chicken Run AR

**Target device:** Mid to high end mobile phones, Android

**Target audience:** Action game players, fans of AR games and fans of runner genre games.

**Release date:** Next winter

**Publisher:** GenZ DevLabs

In this mobile app-based game, players will be on a farm. They will have to run through the farm and jump over obstacles and survive from the chasing farmer.

### Game objective

The objective of the game is to escape from the animal farm. There are different types of obstacles in the road and players should avoid them. If they hit one of the obstacles the game will be over. Chicken eggs and rice are lying on the running path and players should collect them. In each level there is a number to collect and then the objective will be completed for that level. There is also a farmer chasing the player and if he catches you the game will be over.

## Part II: Theme, setting and visual style

The game will be designed using a graphic style like, "Chicken Run" movie.

# Part III: Gameplay

## Scoring

Players will earn the following scores upon collecting eggs and rice :

- Rice = 1
- Egg = 10

## Player mechanics

- The camera view is the player, with the farmer appearing behind the player.
- Obstacles will spawn in front of the player. Players will have to drag the chicken up to jump over the obstacles.
- Players should change the path by dragging the chicken to the desired direction.
- If a player hits an obstacle the game will be over.

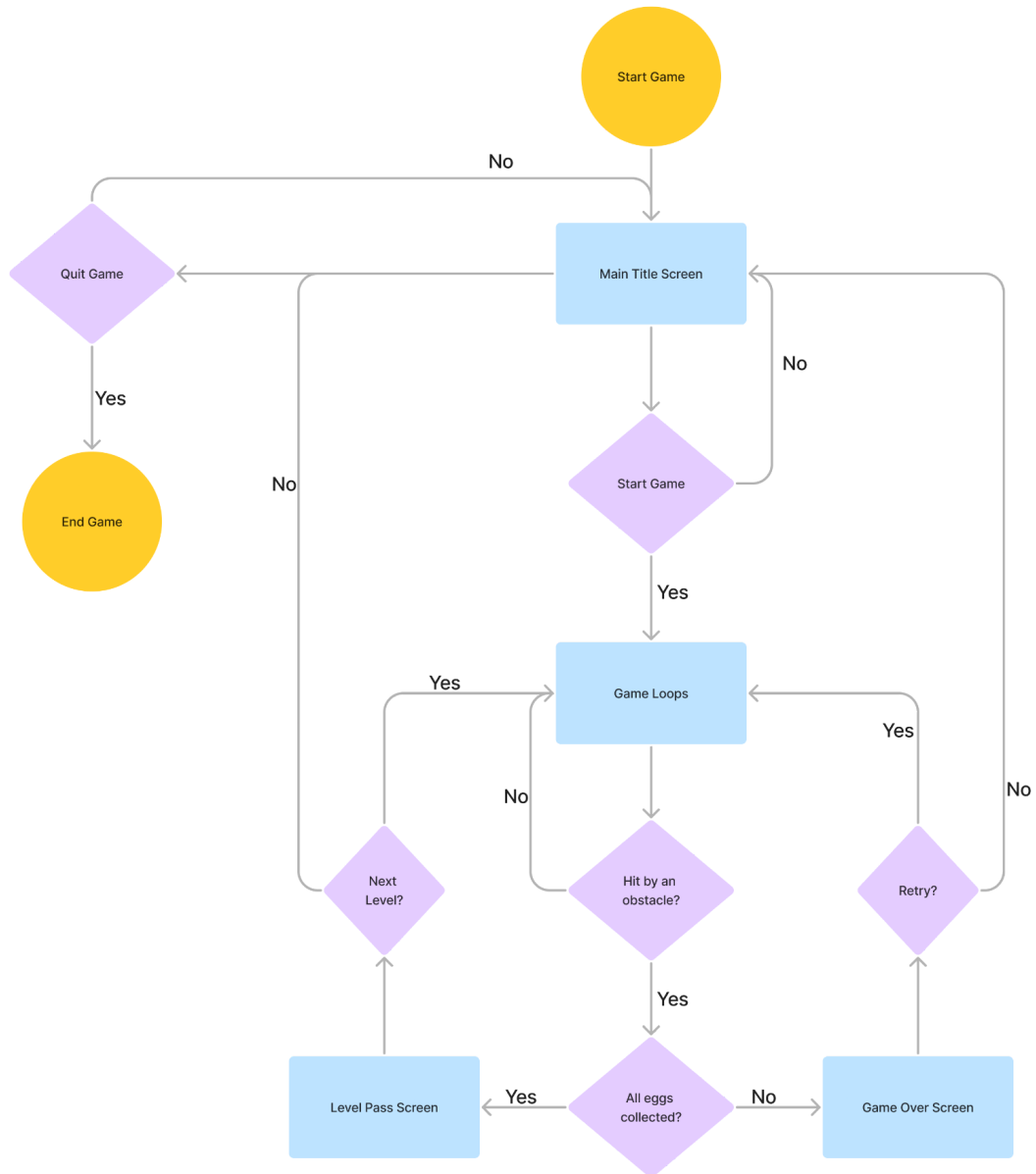
## Obstacles

- Spawn on the opposite side of the player, Y position spawning is limited to prevent obstacles from appearing too high or too low.
- Obstacles move towards the planet after spawning.

## User interface and feedback

- Egg count indicates how many eggs need to be collected.
- Rice count indicates how many points have been collected by the player for that round.
- Score amount
- A Gold VFX will appear on the whole screen when collecting an egg.

# Game flow



## Scene mockup

