10-Pager

1. Game Flow

Choose your subject, student.

University Run is a game that not only represents the university life and all the happiness and struggles that it brings, but also tries to make the player feel as involved in the game as possible. So the first step to be done, when you start the game, is to choose your subject of study. Depending on the choice made by the player, the main character looks and is dressed differently – like a medicine student, a lawyer, a computer science student etc.

How? When? Where?

Just like every course of studies, the game is divided into a few parts that are equivalent to semesters. Every semester consists of different levels and all of them are representations of different aspects of the student life that take place in different locations – the canteen, the library, the lecture hall, the student dorm, the club etc.

Within semesters the levels get harder and harder, so the player should improve – just like students in the university.

So the real Game begins.

This is a typical platform game, in which the player should jump over different objects of the university life, so that he can reach the objects that have to be collected and that bring points or in this case good or bad mood. There are also obstacles like annoying professors or roommates that should be avoided. If in the end of the level the mood of the character is good enough, the player is allowed to proceed to the next level and if not, he has to replay the current one. But there is one more challenge – time limit - and if you don’t succeed playing the level in the given time, you will also have to replay it.

Exam phase.

Like in the end of every term there is also an exam as a final level after every semester, so you have to be a good student, if you want to continue your studies at University Run and to be able to unlock the following terms. So the player has to gather already assessed tests that have the notes from A to F and if the overall grade is not good enough, it will be obligatory for him to repeat the whole term one more time.

8. Mechanics and Power-ups

Mechanics of University Run:

* Levels-in-the-Level style: every semester is a level by itself, consisting of a few levels, representing aspects of the university life, that have to be passed including the final exam level, which is also the most important one, since it has to be passed with a good grade from the first time, otherwise all the levels of the semester must be repeated.
* Time Limit: the timer counts down the remaining time to complete the level, which makes the game more challenging. In case the player doesn’t succeed in time, the level begins from the beginning.
* Mood: good items like food, beverages or books should be collected in different levels, so that the mood of the character remains good. But there also enemies to make the character feel down that must be avoided, because if the mood is too low, the player loses the level and must try again to complete it.
* Exam grades: every semester ends with an exam level, so at the end of it the average grade of the player must be high enough, so that he can unlock the next semester and continue with the studies.
* Stars as rewards: the player is shown how good he managed to complete the game after every level by giving him 1, 2 or 3 stars, if he succeeded, and 0, if he didn’t.

Power-ups

* The good items: the player collects good items that make his mood better. The items are different, depending on the certain level. For example in the library – books must be collected, in the canteen – food, in the club – drinks etc.
* Time power-ups: by collecting items like “+5” or “+10” the player is given the opportunity to extend his time limit.

9. Enemies and Bosses

There are enemies in every level that should not be touched, because getting too close to them lowers the mood of the player. The enemies are different, depending on the level (the location) – a bad professor in the lecture hall, an assaulting flatmate in the dormitory, a drunk guy in the club, the librarian in the library or simply spoilt food in the canteen.

There are no bosses in the game.