Oppy Run

Design Document

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Developed In:

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Game Overview

Title

"Oppy Run" (Working Title)

Description

Oppy Run is a 3D forced runner like temple run with checkpoints. The player will have control over the Oppy's movement up, down, left and right, but not the speed at which Oppy moves forward. The difficulty of the game would linearly increase, in terms of the speed of Oppy, frequency of obstacles, and distance between checkpoints. The score system and the endless runner aspect of the game will maintain the replay ability. There will be an endless runner level of Oppy focused around the animation entitled "Oppy's Jungle Adventure" featuring Adventure Oppy. The player will jump over crocodiles, swamps and cliffs, slide under branches, swing on vines and collect stars to increase his/her score.

Design Goal

"It is our intention Through the Oppy Club to enrich the experience children have with their health care provider, thereby helping create a positive environment they will look forward to visiting for many years to come." Both the Oppy game prototype and the Oppy animations have been designed to help

children who are nervous or scared of going to the Optometrist to be more confident and even excited to go.

Target Audience

Children Ages 3-12

Game Terms

- Endless runner: Endless or infinite running games are platform games in which the player character is continuously moving forward through a procedurally generated, theoretically endless game world. Game controls are limited to making the character jump, attack, or perform special actions. The object of these games is to get as far as possible before the game is over.

- Forced runner: Forced runner is an endless runner but with checkpoints.

Gameplay

Start Screen

Title Screen showing the title of the game.

Menu Screen

The title for the game will continue to this screen. This screen will have a play button.

Game Flow

Once the game starts, there will be an animation of Oppy in the doctor Oppy's office preparing for the adventure. Following this will be the game with intermittent checkpoints.

Dodge obstacles

Collect Stars to increase your score
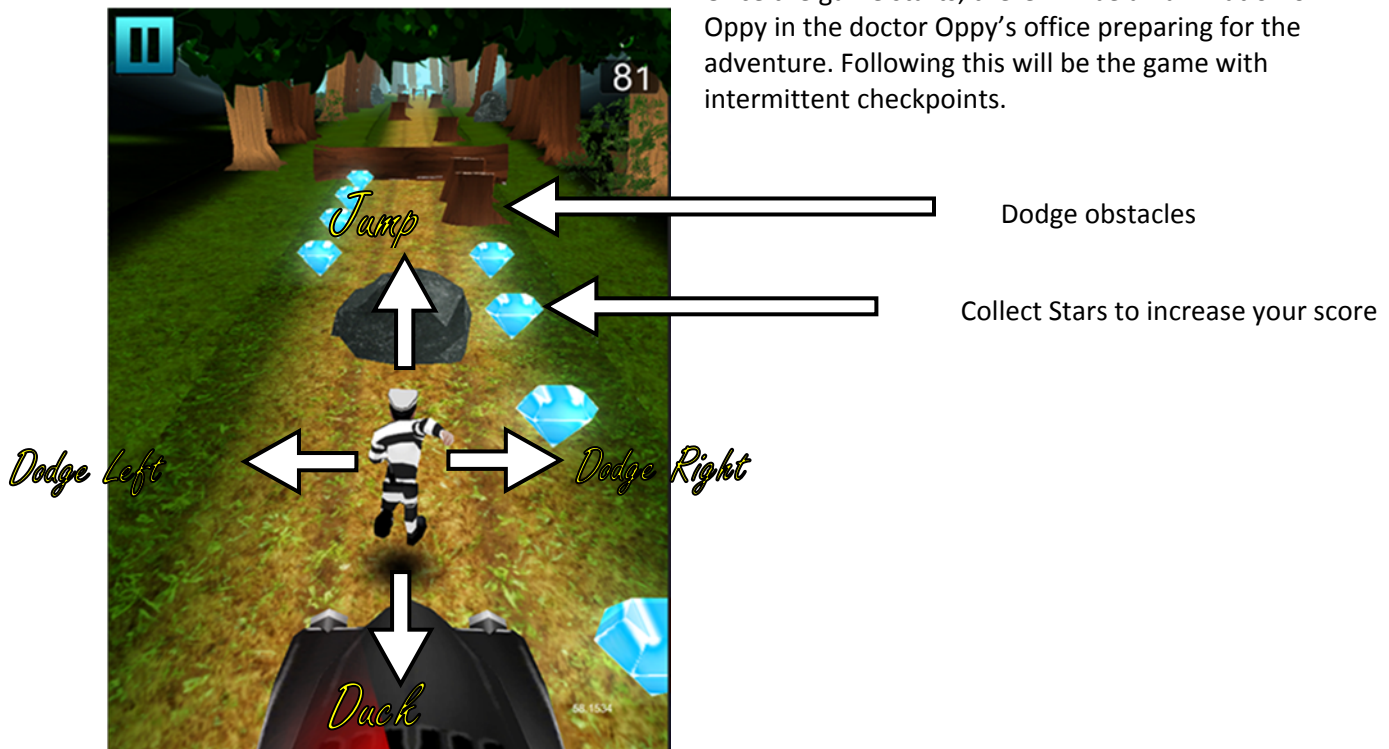
Movie Clips

- There will be a short animation at the start of the game where the doctor Oppy encourages Oppy to go on this adventure.

- There will be a short 5 second clip at each checkpoint of Oppy returning to the Doctor Oppy's office to give doctor Oppy a hi five and also to count his score.

  Mechanics:

  Lives: Oppy will have 3 lives at the start of the game. Oppy will lose life if he falls down where he is supposed to jump (look jump or Slide left/Right list) or gets hit by other objects where he is supposed to slide down (look slide down list).

  Collectibles: Stars.

  Score: In terms of points (number of Stars collected), and chairs (checkpoints).

  Jump: Player will be able to jump over Water, Bridge, Boxes, and Crocodiles.

  Slide left/Right: Player will be able to change away from lanes where there is Water, Bridge, Boxes, and Crocodiles.

  Slide down: Player will be able to slide down to dodge Tree logs and other objects.

Development Kit

Using Unity3D for the project. It allows for a 3D environment and object manipulations that will speed up our production time.

Looking Forward

We are designing and building a small portion of what this game could be. In coordination with the Oppy animations already in production we plan to build a fully realized game with levels or worlds based on the worlds created in the animations. This is an exciting opportunity to bring a very satisfying, full sized, gaming experience to the world of Oppy.