

Run Pass World

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GAME LAYOUT IN GENERAL

The game is set to mobile phone. The size of the game frame may be max at 1920 x 1080, 72dpi, 24 or 30 fps. But if it's possible, we try to make it smaller but still have nice views.

The picture asset would be in .jpeg type

style : cartoon

2D, 32 bit color

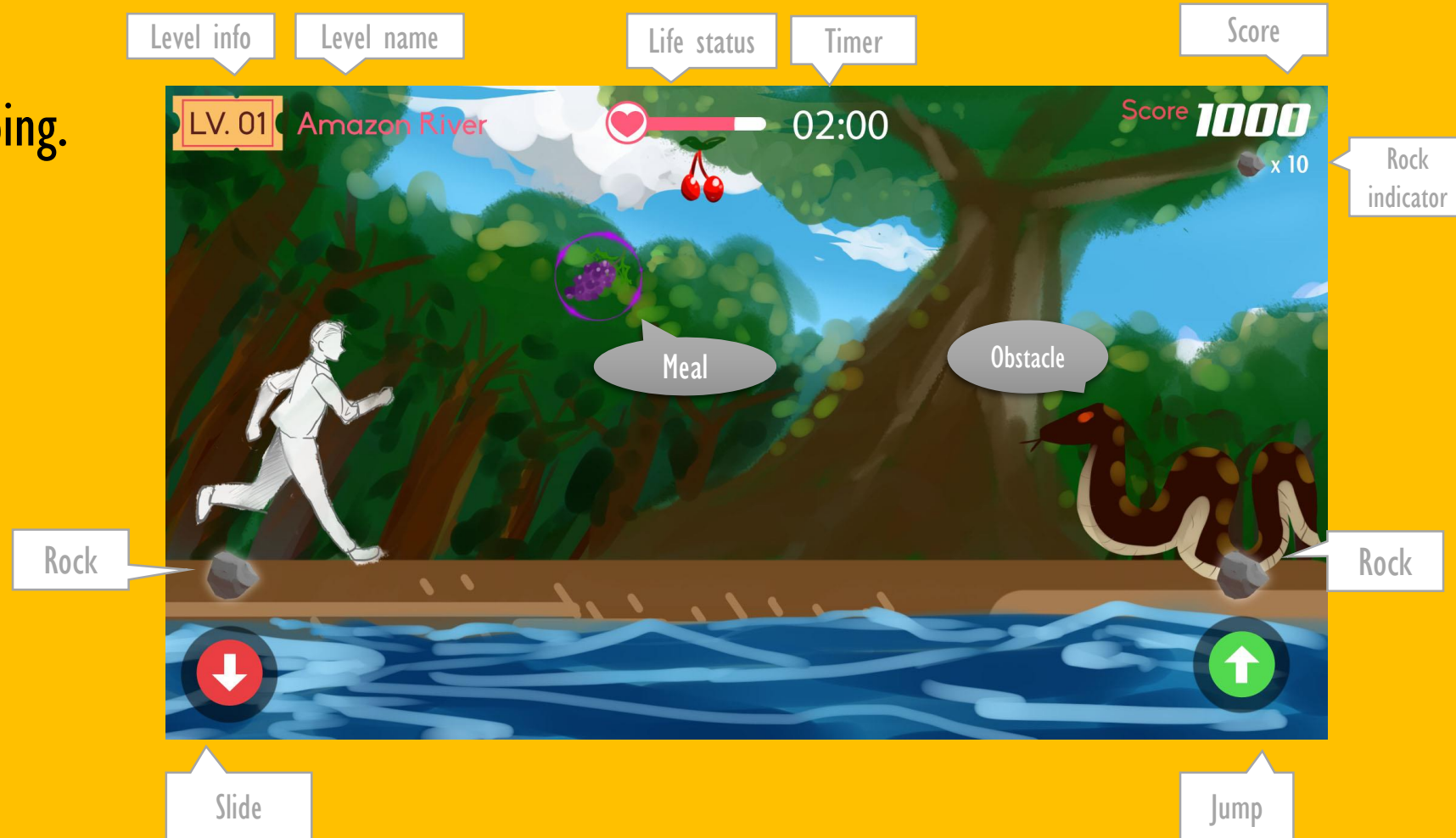
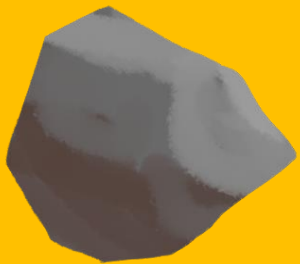
The sound asset would be in .ogg

USER INTERFACE

Kurang lebih seperti di samping.

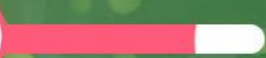
Weapon

Batu yang dilempar pemain.



LV. 01

Amazon River



02:00

Score **1000**

x 10



CHARACTER

Game Characters

Nama : Pak Slamet (Mr. Congrats)

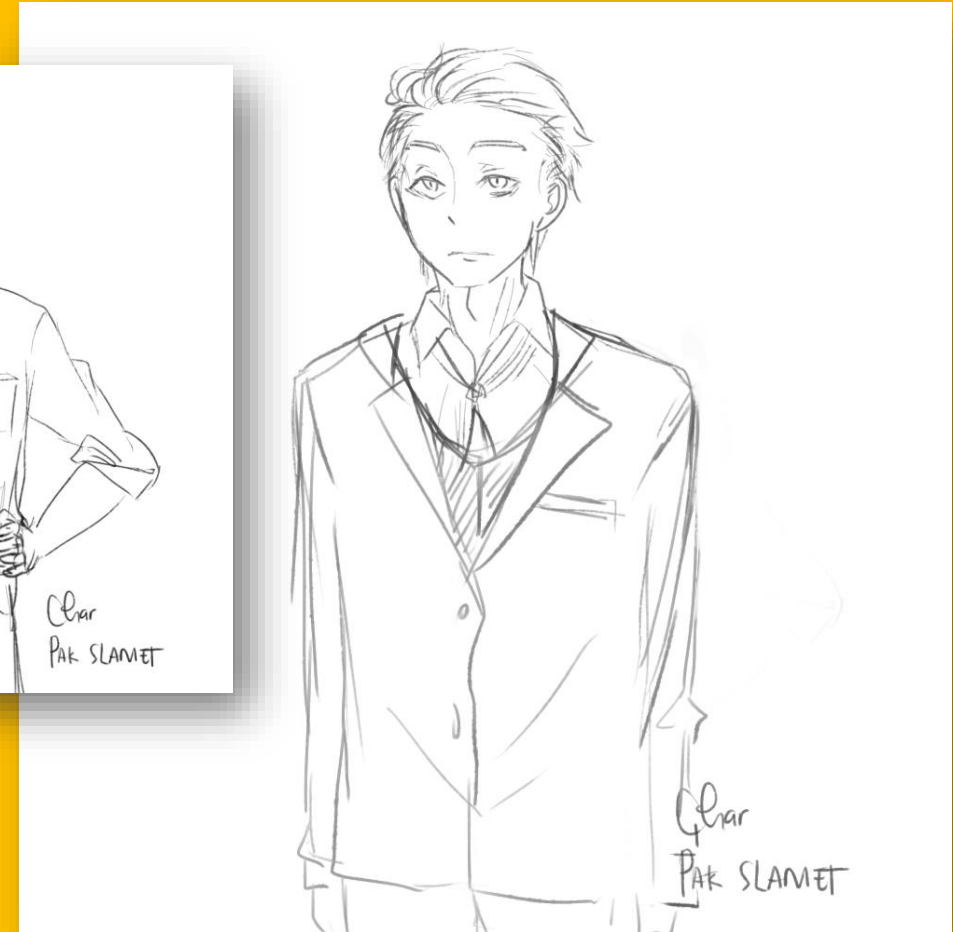
Usia : sekitar 50th-an

Gender : Laki-laki

Status : Berkeluarga

Creating character

Pria yang menjadi karakter utama dalam game ini adalah seorang yang berpenampilan seperti pengusaha. Karena game ini adalah Platformers, karakter dibuat tidak terlalu kuat. Meskipun begitu, berdasar pada ceritanya, pria ini adalah orang yang berdedikasi dan peduli.



INTRO TO THE GAME

- Intro dengan Game Logo, Studio Name dan Loading bar
- Video dengan suara seperti komik berjalan dengan sedikit motiongraphics
Reference : Persona 5
- Menu ada 2, yakni Play dan Exit (Harusnya ada setting juga)
- Bisa buka/play dari save game terakhir (?)
Case : Player keluar (menekan tombol kembali dari perangkat)

Sound that would be needed (generally) :

- Sound opening
- Kena obstacle : gedebug
- Makan : Hap
- Bunyi tombol on click
 - Play
 - Exit
 - Yes
 - No
 - Jump : wush + bunyi sepatu napak
 - Slide : bunyi gesekan dengan tanah
 - Throw Rock : wush
- Sound game ending

Food that will be needed (generally):

- Fruits

- Banana
- Berries (e.g Blueberry, Raspberry)
- Wax currant (kaya black currant tapi warnanya merah)
- Mushroom
- Dragon fruit
- Cape gooseberry/goldenberry (Ketemu di sekitar Peru, Tropis dan Subtropis region adanya)
- Rare food adalah makanan yang menjadi ciri khas dari daerah tersebut

	Normal food
	Medium rare food
	Rare food

SCREEN

Result Screen

Adalah tampilan ketika player menyelesaikan sebuah level (semua level sama tampilannya). Lalu akan diberikan waktu kepada pemain sekitar 5 detik, yang bisa digunakan untuk menampilkan HINT ending pada player

Game Over Screen

Tampilan ketika pemain mati (kena obstacle) atau kehabisan health bar. Menampilkan reka ulang kematian + Game over screen

FIN Screen

Ketika menamatkan game

MOVEMENT

Movement (Case if using 24 fps)

- Jump : sejauh sb.Y 40% frame (18 frame/ 0,75 s)
- Slide : sejauh sb.Y 50% dari tinggi karakter/kepala karakter (18 frame / 0,75 s)
- Throw rock : moving in x axis till hit the obstacle, if there none of obstacle it would be dissapear (passing the whole frame to the right side)
- Multi action : Jump + Throw Rock

Background Movement (Player run (24fps))

- Background 1 : 3 gambar (1920x1080) bergerak 144 frame (6 s) dari ujung ke ujung
- Background 2 (paling belakang) : lebih lambat 2-3 kali dari background 1

LEVELLING

Level Requirements

- Time lapse +1 minutes
- Obstacles changing for every level
- Weapon has limitation
- Every level has a goal
- In several level given a hint for player for the ending
- We need platform (Artist job)
- Eat something for keep going on the game (fruits, fast food, cake, etc that based on the level)
- Some type of meals (the hardest one to get) would be a special treatment for the player, such as give a life, eliminate the obstacle, or give the player ride.
- Player would be lose if they hit the obstacle or running out of the life
- Score (for determining win rate)
 - Every second that pass = 100
 - Every obstacle that passed = $500 \leq x \leq 1000$

Level Up

Player would be get a level up if he could passed the given time without losing the life.

Level Up and Hint Transition

Fade in fade out and pop up transition

Life Requirements

- Every seconds, player losing 5% of the heath bar
- Ordinary food would give 20% for the heath bar
- Medium rare food would give about 40% (Food would be covered by purple bubble)
- Rare food would be a special treatment (Give a life (life status would changin color and each level only have 1 for this treatment), give a ride, eliminate obstacle) — (Food would be covered by gold sparkle or gold bubble) > In this case, we decide to make the player could run faster

I. Amazon River (Starting point)

Start condition

Pemain berada di pinggir sungai dengan ada bangkai pesawat terbang (beserta isinya) di sekitar pemain dan terjadiannya pada siang hari.

Awal permainan, karakter dalam kondisi duduk, lalu berdiri kemudian baru mulai berlari.




Life Status : 100%

Score : 0

Goals of Level : Finding rescue

Notes : For 1st level there's no hints for ending

Obstacle and how to face it :

Obstacle	Explanations	Jump	Slide	Throw rock	Do nothing
	Ular (Ananconda, rattlesnake (ular derik))	Save	Die	Die	Die
	Ranting/Akar jalar yang besar	Decrease Life	Save	Decrease Life	Decrease Life
	Rumput besar (sejenis rumput gajah)				
	Lubang/sungai				
	Platform ke atas				
	Platform ke bawah				



Batu besar



Buaya (A black caiman is basically an alligator on steroids)



Ikan

- Arapaima (also known as “pirarucu” or “paiche,” are gigantic carnivorous fish that live in the Amazon and surrounding lakes.)
- Electric eels
- Red-Bellied Piranhas
- Pacu (the Pacu is a much larger relative of the piranha, known for its distinctive, human-like teeth)



List suara level I

- Theme song amazon (calming and a lil bit spooky)
- Backsound hutan
 - Suara monyet : uu-aa
 - Suara binatang buas : roar
 - Suara burung : cit cit cuit ~
 - Suara air
 - Kena obstacle : gedebug + suara binatang (kalo kena binatang)
- Saat kena rumput : seperti bunyi gesekan pada kain atau baju berbahan pasasut/licin
- Suara angin
- Suara ular : ssstt
- Suara ikan : gemericik air

List gambar level I

- List obstacle di slide sebelumnya
- Food masih umum seperti di beberapa slide sebelumnya

THE REST

- 2. Grand Canyon (US)**
- 3. Greenland (Snow Land)**
- 4. Inggris**
- 5. Prancis**
- 6. Itali**
- 7. Turki**
- 8. Siria**
- 9. Saudi Arabia**
- 10. India**
- 11. Thailand**
- 12. Indonesia (Finish)**