**GAME DESIGN DOCUMENT**

SUB TITLE

SCOOTIN’



**Last Updated:**

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**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# Game Analysis

This is a scooter, skill game, with controls built for mobile and PC. It is an infinite runner played from a 3rd person perspective. The goal of the game is essentially to score as many points as possible by doing tricks and avoiding obstacles. The randomization of the obstacles combined with the player’s ability to produce an insane trick in any situation is what makes this game quite thrilling to play.

# Mission Statement

This game is called Scootin’. It is a casual, 3rd person, downhill endless runner in which the player has to do as many cool scooter tricks as they can without crashing.

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

# Genre

Casual, Infinite Runner.

# Platforms

Mobile, PC.

# Target Audience

We are targeting the scooter community, as well as casual mobile gamers. All ages can play, but we are particularly targeting the people who like to play iPhone games when they are bored.

# Storyline & Characters

This game has only one character, which is the player. They are put into the role of a scooterer who must complete this insane obstacle course while trying to earn points from the Automated Scoring System. There are a few other character choices, with no storyline differences, but possibly some slight visual variation.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Character Name | Describe the character. It is a playable character or NPC. How does this character fit into the story, etc. | Describe the character’s abilities, personality and so forth. | Present any other notes about the character. |

# Gameplay

## Overview of Gameplay

The game will be in the casual, infinite runner genre. It will take elements from games like Temple Run, but also downhill racing games as well. Scootin’ will be built for both mobile and PC. For mobile it will have an extensive finger tracking system which will enable the player to perform tricks. The PC version will have different controls for these tricks using the arrow keys and space bar. There will be one traditional game mode which will be the main play scene. If time allows, we may also incorporate a practice game mode, or one which is competitive if we are fortunate. The key selling points of the game will be the art style, and the skill/trick-based gameplay.

## Player Experience

When you first open the game, you will enter the garage menu scene. This view will portray several different options which you may choose. These options are those of Play, Garage, Store, Settings, Credits, and Exit. These options may take the form of text on a wall, object or as a GUI element in front of you. When you choose an option, you the camera will pan to another area of the garage and you will presented with a new set of options pertaining to that sub-menu, unless of course you clicked on Play or Exit. If you hit Play, then the camera will pan to its starting position behind the player, and you will start on your way down the course. You will now be in control of the horizontal movement of your player. You change the direction of your avatar by tilting your phone to one side on mobile or using the A and D keys on PC. Of course, there are other control methods which you can also switch to in the settings menu. As your player is rolling down the track, your first task will be avoiding obstacles. These will come in many shapes and sizes, but you must avoid running into them or the game is over. You can also do scooter tricks. As you go over jumps, you can perform these tricks using finger patterns, or arrow key combinations. The higher level your scooter, the better tricks you can do. You also must collect coins. Coins will be placed along the track as you go along and will be added to your inventory when collected. Later, they can be used as currency to upgrade your scooter, character, or outfit. As you are going down the track, you will see your score being consistently updated. Your score will be boosted based on how long you survive, how many tricks you performed, and how advanced those tricks were. Tricks are an essential part of earning a great score.

## Gameplay Guidelines

This game will be completely devoid of blood or vulgar language. It also will not be too childish. The game art assets will be developed with our specific art style in mind.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player will collect coins during the game, which will be added to their inventory after the game is over. | Obstacles are the main thing which will hinder player progression. | Certain skills are more difficult to perform than others. |
| The skill bonus will add extra coins to the tally at the end of the game. | Another way the player could be hindered is if they mess up a skill. They could potentially fall over if this is the case. | Over the first minute or so, the player’s speed will slowly increase until they reach the speed cap. |
| The Time bonus will also give extra coins to the player based on the length of their survival time. | Other than obstacles and failed skills, the only hindering thing is the player’s own lack of ability. | The game, over the first minute, will slowly increase the number of obstacles, making the game increasingly more difficult. |
| Objectives can be earned the more players play the game. When objectives are earned, players will receive a prize such as a new scooter or cosmetic. |  | Once the obstacle cap is reached, the obstacle count will fluctuate down a few, and back up to the cap. |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Character 1 | The character moves from side to side using the A and D keys, or tilt controls for mobile. |
|  | Skill controls to come soon… |
| **Game Mechanics** |  |
| Main Game Mode | The player scoots infinitely down the hill, avoiding obstacles and collecting coins, they get a boost by performing tricks. |
| Increased Difficulty System | The game will start with only one obstacle per block, then after 20 seconds, the amount of obstacles will increase to two, and again after the next twenty seconds. This will stop after 60 seconds, when there will be four obstacles per block. |
| Increased Speed System | Like the increased difficulty system, the player’s speed will gradually increase over the first 60 seconds until the player reaches its maximum speed. |
| Difficulty fluctuation system | Every 10 blocks, the player speed and the number of obstacles, may randomly decrease, increase or stay the same. These values will not increase over the maximum or decrease below the 3rd degree of difficulty. |
| Block Spawning System | There are 3 types of blocks, Natural, City, and Transitional. For x amount of time, the next blocks spawned will only be natural environment blocks, after the time is up, there will be a short transitional block period, followed by city blocks, and back to transitional. |
|  |  |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Points System | The player will receive points based on the distance traveled, multipliers and coins.  Formula: (distance traveled \* multiplier) + Coins |
| Multiplier System | Multiplier starts at x1.  Successful jump = x2 (if already >= x2 do nothing).  Successful Tier 2 trick = multiplier + 1.  Successful Tier 3 trick = multiplier + 2.  Successful Tier 4 trick = multiplier + 3.  Successful Tier 5 trick = multiplier + 4.  Multiplier maximum is x12.  After 15 seconds of multiplier > 1 = subtract 1 from multiplier. |
| Coin System | 1 coin picked up = +1 coins.  If multiplier is > 4 then 1 coin = +2  If multiplier is > 8 then 1 coin = +3  If multiplier is 12 then 1 coin = +4  At the end of the game, add seconds survived to coin count. |

## Level Design

|  |  |
| --- | --- |
| **Levels** |  |
| Main Level | The level will go between a fall colored forest environment and transition to a city environment. Obstacles will include, trees, cars, hydrants, traffic cones, etc. Also included will be ramps rails and various jumps for the player to perform tricks on, as well as coins for the player to collect. The player must avoid obstacles and use assets to perform insane tricks and collect coins. |

# Control Scheme

Touch Input/Mouse and Keyboard

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| A/Tilt left | Left Movement |
| D/Tilt Right | Right Movement |
| Tap/Click | Select |
| Up Arrow/Swipe up | Bunny Hop |
| Down arrow/Left arrow/Right arrow  Swipe down/Swipe left/Swipe right/Circle | Used for trick combinations. Usually arrow and swipe directions correspond to direction of trick, |

# Game Aesthetics & User Interface

The aesthetic is a low poly universe, using cel shading to give the models a cartoonish outline. The colors will be highly saturated to give a fun vibe.

UI…

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Movement Mechanics | Seth |  |  |  |
| Level Mechanics | Grant |  |  |  |
| Level Design | Guss |  |  |  |
| Art |  |  |  |  |
| Player | Noah |  |  |  |
| Environmental Art | Kevin and Brian |  |  |  |
| Special FX | Ross |  |  |  |
| UI | Sam |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design | Guss |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |