**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

**GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1**  **Player Control** |  | You control a   |  | | --- | | *Runner* | | in this   |  |  | | --- | --- | | *side view* | game | |
|  | where   |  | | --- | | *W, S* | | makes the player   |  | | --- | | *Jump and slide.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2**  **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles and coins* | appear | | from   |  | | --- | | *Right side of the game* | |
|  | and the goal of the game is to   |  | | --- | | *stay alive and collect points.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3**  **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *For jumping, sliding, collisions* | | and particle effects   |  | | --- | | *dust trails and pickups* | |
|  | [*optional*] There will also be   |  | | --- | | *None planned* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4**  **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Speed increases* | | making it   |  | | --- | | *Harder to avoid obstacles* | |
|  | [*optional*] There will also be  None planned | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5**  **User**  **Interface** |  | The   |  | | --- | | *Score and*  *distance* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *Player runs or collects coins* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Endless Rush* | will appear | | | and the game will end when   |  | | --- | | *Player hits an obstacle* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6**  **Other Features** |  | |  | | --- | | *Pause with "P"*  *Local high score system*  *The game will use the Best Education logo, name and slogan "Wij*  *lanceren je de toekomst in"*  *you win the game when you pass a score that will be shown on*  *screen at the beginning of the run* | |

**Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *player movement, running jumping sliding* | | |  | | --- | | *07/04* | |
| **#2** | |  | | --- | | * *Add obstacles and collisions* | | |  | | --- | | *07/05* | |
| **#3** | |  | | --- | | * *Implement score and distance tracking.* | | |  | | --- | | *07/05* | |
| **#4** | |  | | --- | | * *Add sound effects (jump, slide, collision).* | | |  | | --- | | *07/06* | |
| **#5** | |  | | --- | | * *Implement local high score tracking.* | | |  | | --- | | *07/07* | |
| **Backlog** | |  | | --- | | * *Day/Night cycle* * *Online leaderboard* | | |  | | --- | | *TBD* | |

