# Game Design and Programming

## Team Details

* Denys Musatov

## Team Leader

* Denys Musatov

## Team Name

* Cheesecake

## Game Name

* Monster Platformer Run

## Game Idea

### Genre

* Platformer
* Action
* Runner

### Story (Setting, Characters, General Story Arc)

#### Story

* Player is trying to escape from the main enemy
* Player is trying to reach a safe area
* Collecting coins to buy new skins

#### Characters

* Player
  + Silent protagonist
* Main Enemy – Monster
  + Following the player for the entire game

#### Levels

* Randomly generated for every time
* Using prefab system to generate level each run

### Gameplay

#### General Player Mechanics

* Endless runner
* Health system (3 health on start, on hit with the dead objects player spends 1 health)
* Player becomes invulnerable and does not collide with enemy for a few seconds when was hit
* Permadeath when falling (restart from beginning on death, keep coins amount gain between runs)
* Coin system (saving between levels, on death and when exiting the game)
* Shop system – place where player can spend earned money to get new skin, background etc.

#### Enemies

* Main Monster
  + Can attack the player at close range
  + Cooldown between attacks
  + Deals 1 damage
  + Close and Ranged attacks (Close deals 1 damage and Ranged deals 0.5 damage)

#### Unique WORLD Mechanics

* Ladders
* Pl;atforms throw player in the air
* Teleports? Swinging objects on the level?