

# GAME DESIGN DOCUMENT

## Game Overview

Title: **Rainbow Rush**

Platform: PC Standalone

Genre: Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: October 28, 2018

Publisher: Sergio Santana, Steven Green, Armando Perez

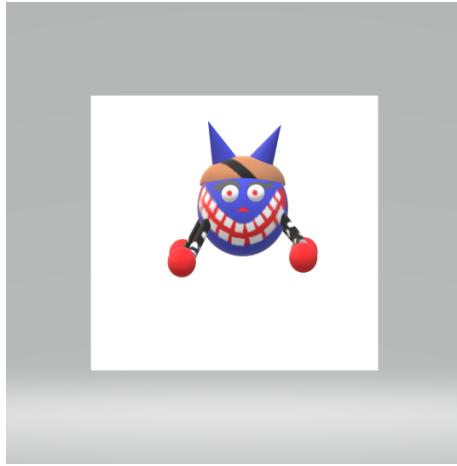
This game is a 3d platformer. You control this red colored capsule and you have to guide him through a strange world where you must avoid monsters while advancing through platforms.

## Characters

Red Capsule: this is the character you control. You can jump and move in all directions. You have to advance through the platforms while avoiding enemies.



Monster: this is the main enemy, they don't really do anything but follow you when you're in range and block your path. They are quite heavy so you can't simply steam roll



through them.

### **Gameplay**

You have to jump your way through the platforms avoiding the annoying monsters. You can change the color of the capsule. If you jump into a platform and you're the same color, the platform will vanish in 2 seconds. Hence, it is vital to not match the color of the platform so that it doesn't start disappearing. You have to make it to the end to pass the level. There are all sorts of different platforms: there's small platforms, spinning platforms, solid platforms and vertical "wall" platforms.

### **Game Controls**

This game is meant to be played with a game controller, but a keyboard is fine too. Use left arrow (or A) to go left, right arrow (or d) to go right, up arrow (or w) to go up and down arrow (or s) to go down. You can also jump with "space". Running and jumping is extremely vital in order to have enough speed to make it to the adjacent platforms.

### **Setting**

The setting is a space-like environment. We tried to make the terrain feel like you're on the sun, but with platforms. The color of the platforms is important, as it determines if you will be able to stand on it or not.

## **Level Design**

We tried to make an effort so that the game doesn't feel too difficult so that the gamer doesn't feel frustrated. However, the resulting game is still pretty hard to beat, especially if you don't have a controller. The platforms aren't too spaced apart, but it's quite difficult to change your color mid-air so that you don't match the platform. This is important because the platforms disappear. The monsters are found periodically, and hopefully they don't congregate together, but this is the reason why we spaced them out, dealing with one is hard enough.

## **Wishlist**

Some of the things we would like to add later is to finish the actual model of the main character. The current main character is a simple capsule, and we actually made the model for a snowman-like character, but we were unable to import it to Unity without any conflicts with the color mechanic. Also, we would like to add more levels in the future.

## **Genre: Platformer**

The platformer genre is as old as time itself. Well at least since video games were invented. I think platformers are so popular because they are relatively simple to make,

but people will never get tired of them. I believe the greatest platformer ever is Super Mario Bros 3. There is just something so satisfying about orienting your way through obstacles. There are obviously infinite variations of the platformer. Our game is a 3d simple platformer.