*Game Design Document*

*Runner*

**Story:**

Your lost and don’t know where you are and wants to find your way to society. To do this you need to overcome obstacles like jumping over lava and spikes and don’t forget the wildlife.

**Character:**

Just a regular normal man that happens to be lost

**Gameplay:**

You start in the forest with nothing. You must find your way back to society by avoiding traps and lava.

**Mechanics:**

* Jumping

Chart, line chart

Description automatically generated

Jumping Curve Acceleration

* Walking
  + X Movement handle with Joystick

**Coding:**

In this project we are going to use “CharacterController” instead of “Rigidbody” and only use “Rigidbody” for collision detection and Trigger detection.

PlayerHandler: <https://github.com/sdsr2002/2.5D-Mobile-Platformer-0/blob/main/Assets/Scripts/PlayerHandler.cs>

Repository:

<https://github.com/sdsr2002/2.5D-Mobile-Platformer-0>

**Environment:**

Forrest/Mountain

Block out of level 1:**Chart, diagram

Description automatically generated**

Blue is water red is lava and red triangles are spikes.