PAWKOUR !

A Game Design Document by Sequoia Gundling.

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Overview

Summary

Pawkour is going to be a third person 3D parkour based adventure game starring a cat in an alive world. The implementation of a sentient world creates a dynamic environment to run, jump, and experience a unique adventure!

Player Experience

My intentions are to create a series of levels in which the intensity and difficulty increase as the player progresses.There will be different challenges to overcome in each level ranging from avoiding mischievous living objects, making creative jumps, and precision on narrow platforms. I think I will have a total of four levels with a fifth level being the end game scene!

Gameplay Overview

The player will have control over a silly little cat whose nimbleness or clumsiness will be dependent on the skills of the player. It is necessary to develop cat-like reflexes in order to traverse through harder levels. I plan to also implement pickup items that are used upon collection, instead of being accessed from an inventory, in order to boost the cat's stats. This will range from speed potions, to jumping boosts, similar to that of Subway surfers. Every moment aims to be filled with excitement!

Inspiration

Crossy Roads

Pawkour is mainly inspired by crossy roads with a low poly design, and the movement of my characters. I also plan to implement things similar to how crossy roads have moving cars and trains. This seems like a perfect inspiration for a world where everything is alive!
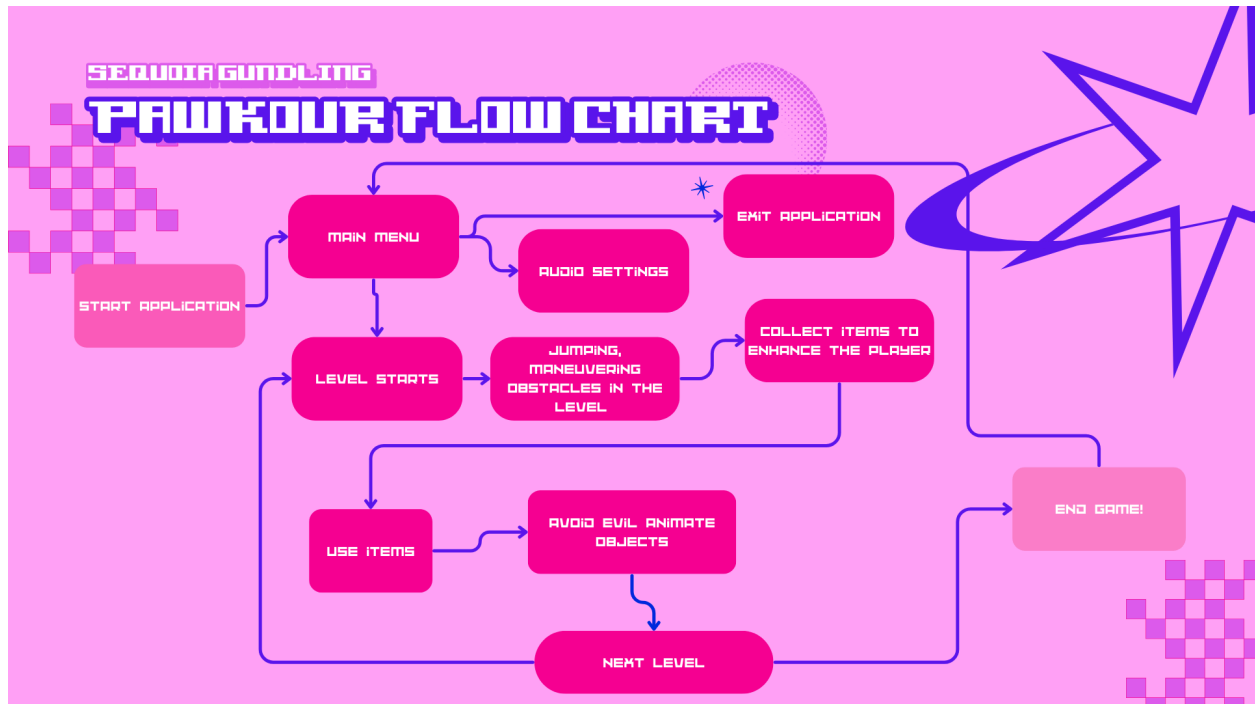
Mood Board

The primary mechanics of the game are going to be based on that of subway surfers, run3, and crossy roads, with some inspiration from minecraft parkour! I want the color pallet of the game to be pink and purple with some blues. I do hope to have the primary setting of the levels to be city based!

Flow Chart

When the application is started, the main menu screen will be shown. From here the character will be able to access the audio setting, start the game, or quit the application. For my basic game implementation, each level will have similar mechanics where the player has continuous movement where they can navigate forward, left, right, back, up, and down. While the complexity of the levels will increase, the basics of the levels will remain the same.

The game will always start at the first level, where the only way to progress to higher levels will be to beat the previous levels. The next levels will automatically load when the previous level has been beat. The win condition will only activate when the final level is beat! The win condition will show for around 10 seconds and then the main menu screen will load!

Assets

Character Assets

- ★ Cat - Main Character
  - ○ [5 animated Voxel animals | 3D Animals | Unity Asset Store](#)
  - ○ I plan to use the cat from this asset on unity in order to implement my main character
- ★ Animated Objects
  - ○ In order to make all the animated objects seem alive I plan to use blender to create blinking eyes and moving legs!
  - ○ However if I can't I plan to use these eyes!
    - ■ [Eyes Animator | 3D Animations | Unity Asset Store](#)

Level/ Environment Assets

- ★ Basic city Environment
  - ○ https://assetstore.unity.com/packages/3d/environments/simplepoly-city-low-poly-assets-58899
    - ■ I plan to use the buildings as a starter in which I will animate!
  - ○ https://assetstore.unity.com/packages/3d/props/coffeeshop-starter-pack-160914
    - ■ I plan to have a parkour level inside of a coffee shop where I will use these assets!

UI Assets

- ★ [Pinky UI | 2D GUI | Unity Asset Store](#)
  - ○ I plan to use these in order to implement my UI and inventory!