INTEGRATED DESIGN DOCUMENT (IDD)

PROJECT TITLE: MIDNIGHT ROOFTOP RUNNER

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201.1 Proposal Assignment

Table of Contents

Executive Summary

Mission Statement

Create a fun, fast-paced endless runner game where the player avoids obstacles and collects points to achieve the highest possible score.

High Concept

Midnight RoofTop Runner is a 2D endless runner game where the player controls a character sprinting across rooftops. The game features smooth, automatic movement with user-controlled jumping and double-jumping to avoid various obstacles like air conditioners and roof top doors. The game increases in difficulty over time, and players compete for high scores by surviving as long as possible by clearing the obstacles. Its simplicity makes it playable on web platforms (and potentially mobile), perfect for casual gamers.

Unique Selling Points

- Simple one-button controls for accessibility

- Increasing difficulty to keep players engaged

- Scoring is by successfully jumping the obstacles

- Fast-paced, replayable gameplay

Target Audience

Casual gamers aged 10–25 who enjoy quick, skill-based games like *Subway Surfers* or *Geometry Dash*.

Project Parameters

Parameter	Details
Project Duration	01.05.25 – 22.06.25 (7 weeks)
Alpha Due	22.06.25
Engine	Unity 2D
Target Platforms	PC / WebGL / Android (potentially)
Hardware	4GB RAM, 2GHz CPU, basic GPU
Primary Programming Language	C#
Team Size	1 (solo project by Sofie)
Project Methodology	Agile – Iterative development using Trello
Budget	$0 (using free assets and Unity tools)
Software Tools	Unity, Visual Studio, GitHub, Trello, GIMP/Canva for basic art
Target Audience (detailed)	Young players who enjoy quick bursts of gameplay and leaderboard chasing. Game is suited for mobile controls and easy accessibility.

Gameplay Overview

Core Mechanisms:

- Auto-Run Movement
  The player moves forward automatically with constant speed.

- Jump / Double Jump
  Tap or press a key to jump. A second jump is allowed while airborne.

- Obstacles
  Static and moving crates or gaps appear randomly — hitting them ends the game.

- Scoring System
  Score increases over time and can also be boosted by collecting orbs.

User Interface (UI)

UI Philosophy:

Minimal, clean, and responsive — prioritizing gameplay visibility. The UI will be non-diegetic (elements like HUD appear as overlays).

UI Screens & Elements:

- **Main Menu** – Play button, quit, and settings

- **In-Game HUD** – Score display

- **Pause Menu** – Resume, restart, quit and settings

- **Game Over Screen** – Score summary and retry option

Note: Please refer to reference images to see my concept art for the UI
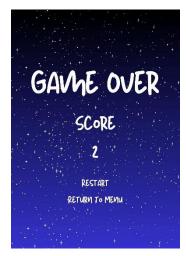
Development Schedule (May 1st - June 22nd)

Feature	Target Date
Setup Unity Project	10 May
Player Auto-Movement	12 May
Jump Mechanics	13 May
Double Jump	14 May
Ground + Background Scroll	15 May
Obstacles (Spawn + Collision)	16–17 May
Score Counter	18 May
Game Over + Restart	19 May
UI Design (HUD + Menus)	20–21 May
Orb Collectibles	22 May
Power-Ups (Speed, Invincibility)	23 May
Level Progression / Speed Up	25 May
Polish Art + Animations	26–27 May
Menu Screens (Main, Pause, Retry)	28 May
Debugging + Playtesting	29 May – 1 June
Refinement / Bug Fixes	2–3 June
Adding Sound Effects	4–5 June
Adding Music	6–7 June
Level Design (new obstacles, layouts)	8–10 June
Optimize Game Flow (adjust difficulty)	11–13 June
Final Polish + UI Adjustment	14–16 June
Final Playtest + Fixes	17–19 June
Prepare for Submission	20 June
Submit Prototype	22 June

Reference Images

Designed Using Canva