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**CMPS 327 Game Design**

*Intro*

*Elvis did not die; HE was abducted! After waking up from cryogenesis, Elvis escaped from his alien captors. He has to run through a relentless desert, avoiding a series of obstacles, and take every opportunity to take advantage of their captors. Elvis embarks on this race to Las Vegas that seems like there is no end.* Will you help the king to go back to glory?

*Experience*I am trying to create a simple game that will keep people entertained and playing for hours.

*Theme*The main theme is run. He is constantly running, jumping, and avoiding obstacles to avoid being captured.

*Story*There is no deep story perse. The game is based on the conspiratorial theory that Evils did not die. Instead, something else happened, He was abducted by aliens. So basically, he somehow escaped and now is running for his life, but everybody knows there is no escape from aliens!

*Aesthetics*  
The aesthetics is desertic. Sometimes Elvis will find some alien artifacts artifact that will give a more mysterious and maybe a bit techy.

*Technology*  
I will be using mostly UNITY as technology.

*Mechanics*The main character (Elvis) will constantly move forward without user intervention. The user will use arrows or (a,w,d,s) in the keyboard to move Elvis and avoid crashing against obstacles. The game will be increasing difficulty depending on the distance advanced in the game. Some rare objects will randomly appear on the map that will give Elvis certain power or abilities for a certain time. Possible special objects are “alien space flying magnet”, “Alien gravity zero”, “Rocking pills.”

*Space*  
It is a continuous game that never ends unless you lose it. It is a three-dimensional game, It could be done in a two-dimensional scenery, but I think it would limit a lot the impact of the game due that many visual effects could be lost by the loss of the third space.

*Objects, Attributes, States*  
There are fixed obstacles in different shapes and sizes, for example, trees, rocks, logs. These objects appear in a randomly selected section of the map. In each randomly selected section of the map are also coins. These coins are animated to rotate on Y-axis, and if Elvis goes through them, the user earns points, and the coins disappear. There are going to be special that will appear randomly in space and time. Elvis could go through this special object and earn a special ability. Finally, there are going to be objects that are just decorations—for example, plans, grass, etc.

*Actions*  
Player actions: Evils will be able to move left, right, and jump to avoid obstacles.

If the player goes through a special item:

“Alien space flying magnet”: The player will be able to attract coins in certain radio around the player

“Alien gravity zero”: the player will be able to jump higher and void any obstacle with ease.

“Rocking pills”: Evils takes his rocking pills and starts to rock around the map, being able to go faster through any object without losing the game; he is drunk when he takes pills, by the way.

*Goals*

*The main goal of the game is to stay in the game without crashing the longest distance possible. The player could focus on getting the longest distance possible or in coin recollection to earn the most points possible. For the moment-to-moment objective, it would be to move Elvis in a way that he does not hit any object that could end the game and take the most advantage possible from especial objects.*

*Skills*  
The user will need to have good timing and reflects skills. Also, mentally the user should be able to focus enough in the game so they do not hit any object that can end the game and instead hit or take the object that can give an advantage in the game.

*Chance*  
The action that most depends on chance is the special object depending on the special object obtained and the ability of the user to optimize its use. Also, the jumping object has some chance on it. The jumping action has a certain range where the jump can be considered successful or failed. If the user takes the jump at the wrong point, it would mean a loss.

*Balance*I think the game will balance by itself with the increase of difficulty by distance and with the basic features used. It will be challenging enough to be fun but not that hard to be tedious.

*Elemental Cohesion*  
How do the story, aesthetics, and mechanics work to enhance each other and the core experience of the game?

*Timeline (Complete after Risk Assessment)*Give a basic timeline of how you plan to schedule development of your prototype. Include milestones like “Completion of grappling mechanic” and “Development of enemy AI” and “Playtesting grappling values.”

*Playtesting* *(Complete After Prototype Development*What do others think of your game? Elicit explicit feedback on how the mechanics feel and what changes they would like to see.

*Assets (Before Turning In Final Prototype)*  
What, if any, store-bought or found assets did you use? We want to give credit where credit is due.