Design Document [TEMPLATE]

09|08|2024 Swathi Rajendra Prasad

Tentative Title: Urban Dash

Education & Training Utilities & Reference

Social & Networking Media & Entertainment

Productivity & Collaboration Gaming

Art & Creativity Other: ______

This App will be available on: [desktop, web]

2 Pitch

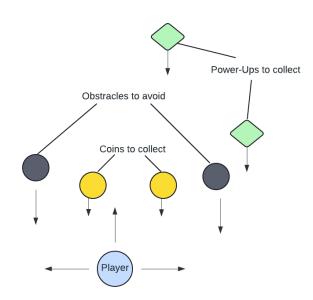
In this app, users will:

Engage in fast-paced, endless running gameplay where they navigate through a dynamic cityscape, avoiding obstacles and collecting power-ups

The target audience / personas for this app include:

- Casual gamers
- Teenagers and Young Adults
- Fans of endless running games

3 Concept Sketch & Inspiration



Inspiration: Existing endless runner games like Temple Run and Subway Surfers

Features

When the user:		The result is:	
swipes left, right, up, or down to control the character	ontrol , The character dodges obstacles, jumps over barriers, and slides under low objects while running		
Collects power-ups	,	to boost speed	
Hits the obstacle	,	The user dies and game ends	
Collects coins	,	Score increases	
Goes to successive levels	o successive levels , The s		

5 Accessibility

In order to make this app accessible to as many users as possible:

- Add color-blind-friendly UI options
- Add color-blind-friendly UI options
 Offer adjustable sound settings
 Implement voice navigation for visually impaired users

6 **Timeline**

	Milestone	Date
1	- Basic player movement and control	September 2024
2	- Integration of obstacles and power-ups	October 2024
3	- Power-ups, sound and score system	October 2024
4	- Full UI integration and game loop	November 2024
5	- Final bug testing and optimization	December 2024

Backlog features

- Multiplayer mode for real-time racing with friends
- Support for virtual reality (VR) in future versions
- In-game achievements and a reward system
- Seasonal or holiday-themed events
- Exclusive power-ups
- Adding more levels in future release
 Enable players to personalize their avatars with different skins, outfits, or accessories
- Add global leaderboards to encourage competition among players