

Project Design Document

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Project Concept

1 Player Control

You control a *Runner* in this *Top view* game where *swipe gestures* makes the player *move left, right, jump, and slide*

2 Basic Gameplay

During the game, *obstacles (e.g., trains, barricades, walls) and power-ups (e.g., magnets)* appear from *top and sides* and the goal of the game is to *run as far as possible without crashing while collecting as many coins as possible*

3 Sound & Effects

There will be sound effects *jumping, crashing into obstacles, and collecting power-ups* and particle effects *when sliding or landing from a jump*
[optional] There will also be *explosive sparks when hitting obstacles*

4 Gameplay Mechanics

As the game progresses, *the speed of the runner increases* making it *more challenging to avoid obstacles and collect items*
[optional] There will also be *randomized obstacle placements and increasing frequency of power-ups*

5 User Interface

The *score* will *increase* whenever *the player collects coins*
At the start of the game, the title *Urban Dash* will appear and the game will end when *the player crashes into an obstacle*

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Other
Features

daily and weekly challenges can be included to increase replayability

Project Timeline

Milestone	Description	Due
#1	- Basic player movement and control	09/23
#2	- Integration of obstacles and power-ups	10/07
#3	- Power-ups, sound and score system	10/21
#4	- Full UI integration and game loop	11/11
#5	- Final bug testing and optimization	12/02
Backlog	- Multiplayer race mode - VR version - In-game seasonal event	12/12

Project Sketch

