**Running Man dudaxi**

**Game Design**

**Objective**

Survive in the name tag fight to meet with his brothers. There is an adversary in pursing the player in order to grab the name tag on the player. There would be obstacles on the way to make him slow down or stop him.

**Gameplay Mechanics**

The game uses normal platformer physics. A player can move and jump. The player would lose that he was capture by the pursuer. The world contains the player, pursuer, platforms, and objects (e.g. bacon, keys, gates).

The player would need to collect all the required items to pass the level or survive to the end of the level meeting his brothers.

**Level Design**

Levels would be different in 3 aspects, collecting items, escaping, pursuing adversary. Level would more complex as user passed. Level may combined different mechanism from the previous levels.

All the control would be tap the screen, so levels would be laid out horizontally.

**Technical**

**Scenes**

* Main Menu (needs continue button to avoid level select when possible)
* Level Select
* Gameplay

**Controls/Input**

* + Tap to jump
  + Swipe down to roll

**Classes/CCBs**

* Scenes
  + Main Menu
  + Level Select
  + Gameplay
* Nodes/Sprites
  + Entity (abstract superclass)
    - Player
    - Chaser
  + World Object (abstract superclass)
    - Items
    - Shiatsu sheet
    - Railing
    - Final rendezvous point

**MVP Milestones**

**Week 1 (2/16 - 2/20/2015)**

* Implement platformer physics
  + Add gravity to all entities/objects
  + Entity movement
    - Jump
    - Rolling
    - Resolve player death
* Control scheme for player

**Week 2 (2/23 - 2/27/2015) - *finishing a playable build***

* Implement items and sound effect
* Rewind implementation -- get started on this ASAP!!
  + Start implementing objects immune to rewind

**Week 3 (3/2 - 3/6/2015)**

* Finish and polish rewind implementation
* Level design -- playtest often!!
* Save user data -- how many bacon collected in each level

**Week 4 (3/9 - 3/13/2015) –**

* Break

**Week 5 (3/16 - 3/20/2015) - *finishing core gameplay***

* Refine levels -- playtest even more often!!
* Refine control scheme

**Week 6 (3/23 - 3/27/2015) -**

* Level select scene
* Determine what other polish is needed

**Week 7 (3/30 – 4/3/2015) – *finishing the polish***

* Work on effects
* Integrate analytics
* Screenshots

**Week 8 (4/6 – 4/10/2015)**

* Write game description for App store
* Play around with Apportable to see if Android release is feasible

**Week 9 (4/13 – 4/17/2015)**

* Write game description for App store
* Play around with Apportable to see if Android release is feasible

**Week 10 (4/20 – 4/24/2015)**

* Write game description for App store
* Play around with Apportable to see if Android release is feasible