

Rhythm Runner Game Design Document



'Run to the rhythm of the music!' - Tyler Kuecks

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Game Development Team Members

PRODUCER

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PRODUCTION MANAGER

Tyler Kuecks

PRODUCTION COORDINATOR

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GAME DESIGNERS

Tyler Kuecks

SYSTEMS/IT COORDINATOR

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PROGRAMMERS

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TECHNICAL ARTISTS

Tyler Kuecks

AUDIO ENGINEERS

Tyler Kuecks

UX TESTERS

Tyler Kuecks

1 Game Overview

Title: Rhythm Runner

Platform: PC, Mac, Linux, WebGL

Genre: Music Rhythm

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: November, 2020

Publisher: Free Melee Inc.

Rhythm Relay is a rhythm game where the Player controls a sprinter who is trying to get a good workout to some exciting tunes. In order to help the sprinter get his workout in, players must move along with the beat of the accompanying song, and get to the end of each workout session. Points are earned by collecting notes, which accumulate and persist throughout the levels. Along the way, if the Player misses too many notes, the sprinter runs out of life meter and must restart the game.

2 High Concept

Rhythm Relay sets the Player in a long bridge, filled with notes. Collect the notes to the beat of the music by moving quickly back and forth! Once the game is beaten, replay the game and try to gain a higher score.

3 Unique Selling Points

- Exciting soundtrack
- Multiplatform
- Easy to pick up, hard to master

4 Competitors / Similar Titles

Similar titles include Beat Blade, Guitar Hero, Temple Run, and Subway Surfer.

5 Synopsis

Olympic sprinter Ronald Runn decides to liven up his workouts by playing some music to accompany his runs. Help Ronald get his best workout in while jamming out to some exciting tracks!

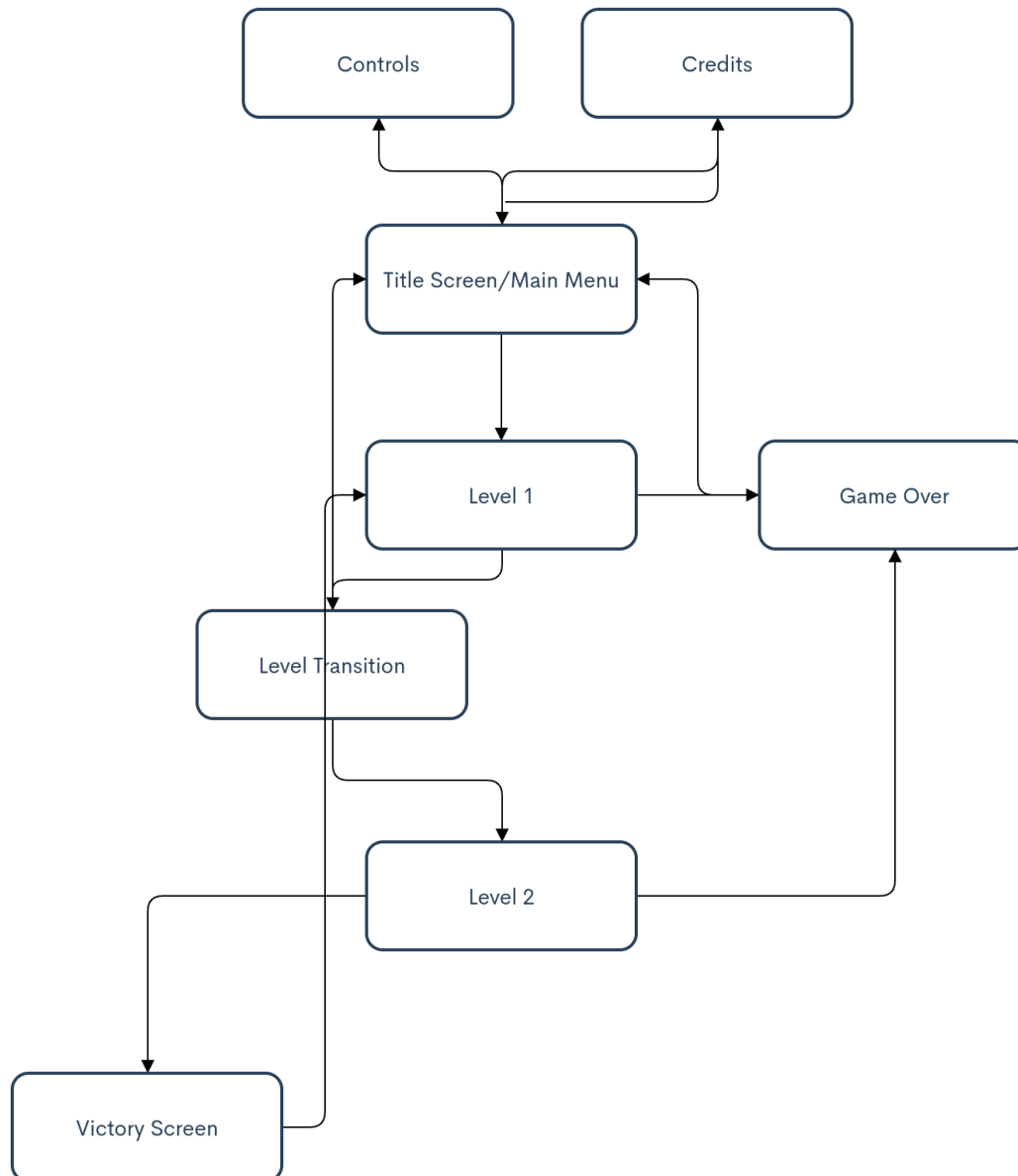
6 Game Objectives

The objective of the game is to make it to the end of each level, while accumulating as many points as possible and keeping the life meter from running out.

7 Game Rules

Each level is set on a bridge, with the Player endlessly running as notes approach him. The player can move laterally to collect the notes, and must make it to the end of the levels without missing too many notes. The player scores points by collecting notes, and has a life meter which increases with every note collected, but falls much more drastically when a note is missed.

8 Game Structure



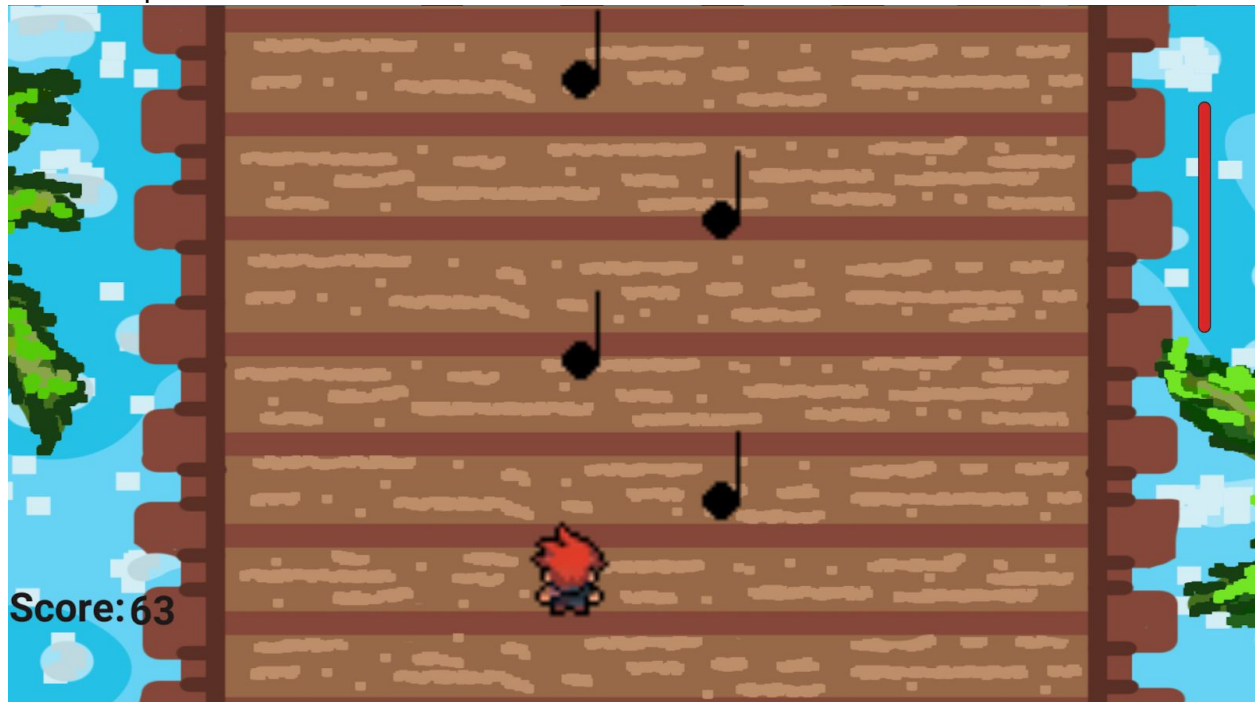
9 Game Play

9.1 Game Controls

Use the mouse to move the player left and right!

10.2 Game Camera

The camera is at a constant top-down perspective, following the player while notes fall down from the top of the screen.



9.2.1 HUD

HUD elements include a score counter and a life meter, both of which persist throughout the levels.



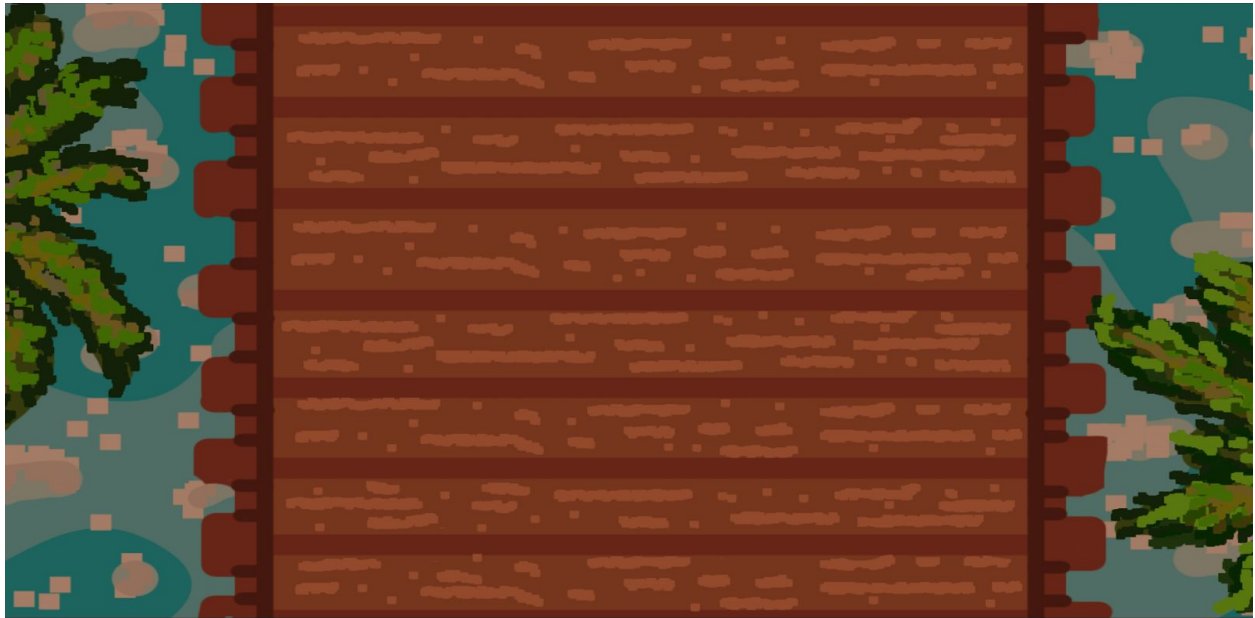
Score:0

9.2.2 Maps

Level 1 sees the player running across a bridge in the daylight, starting his morning by enjoying his run and moving to the beat!



Level 2 takes place in the afternoon, and the player is still hard at work, running to the beat and grooving to the rhythm.



10 Players

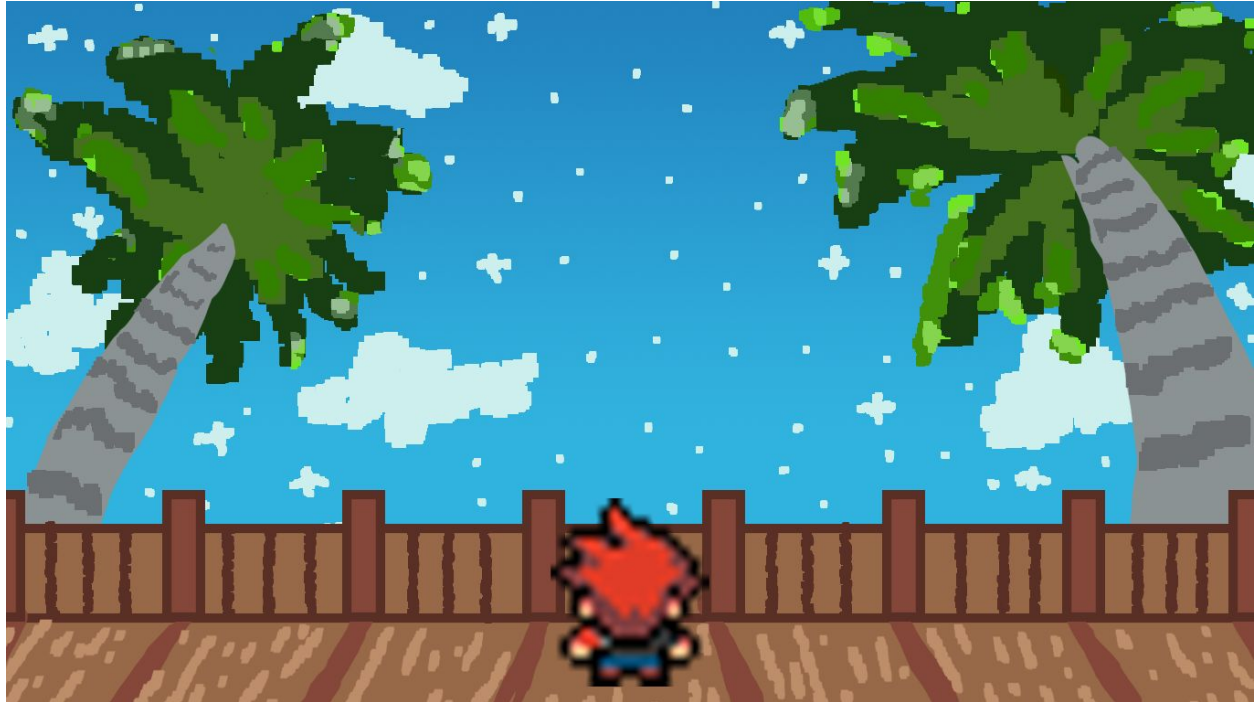
The game centers around the user controlled character, Ronald Runn.



11 Art

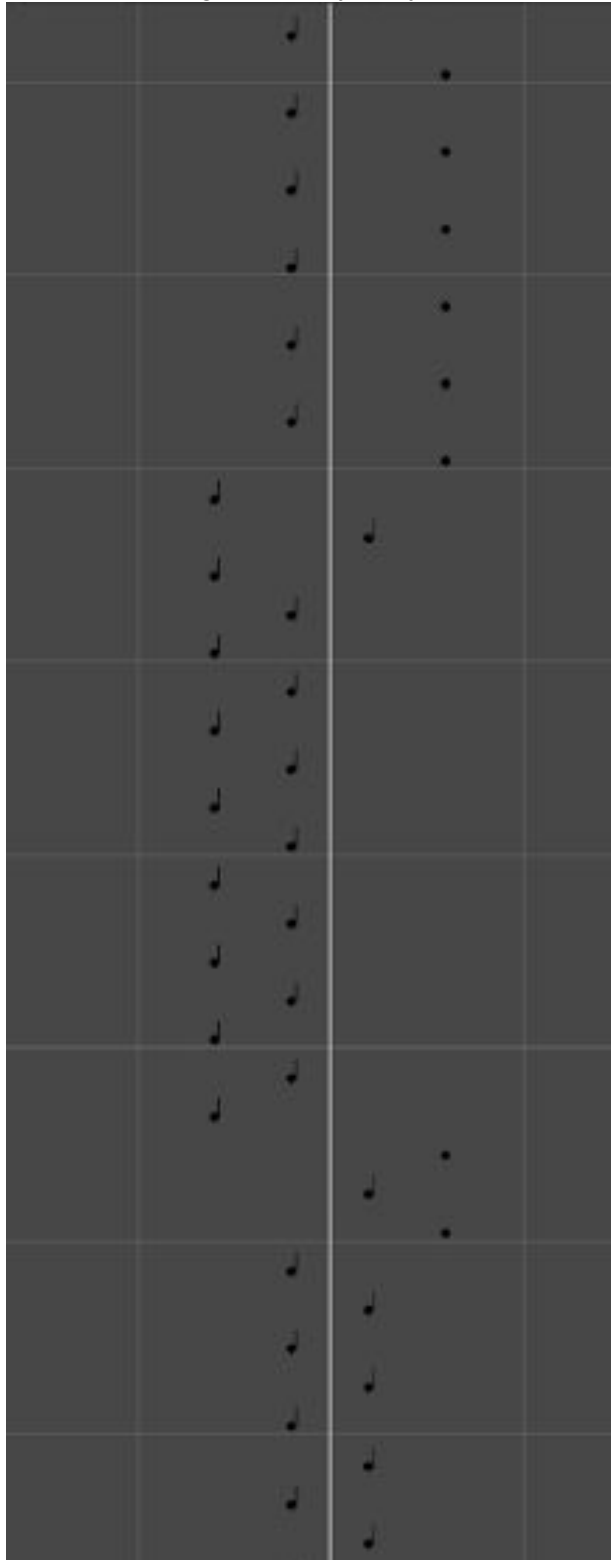
11.1 Setting

The game takes place in the world of Bopopolis, with the levels taking place along Legato Bridge, a popular running spot.



11.2 Level Design

Each level design is simply a layout of notes that corresponds to the backing track for that level.



11.3 Audio

Name	Category	Description
completetask_0	FX	Plays when a note is hit
sfxKartGame	FX	Plays when a note is missed
Futureopolis	Background Music	Plays during Title screen and level transition screen
Insert-Quarter	Background Music	Plays during Controls screen and Credits Screen
The_Darkness_Below_Looping	Background Music	Plays during Game Over screen
Arcade-Fantasy	Background Music	Plays during Victory screen
Purple Planet Music - Retro Gamer (1_16) 120bpm (L)	Background Music	Plays during Level 1
Purple Planet Music - Organ Donor (1_53) 120bpm	Background Music	Plays during Level 2

12 Wish List

- Add more levels
- Add more level settings
- Add more characters

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