



RUN BUCK RUN!

Game Design Document (GDD)

'Mmmmmm cofffffeeeeeee' — Yun Noh

Table of Contents

[1 Game Overview](#)

[2 High Concept](#)

[3 Unique Selling Points](#)

[4 Platform Minimum Requirements](#)

[5 Competitors / Similar Titles](#)

[6 Synopsis](#)

[7 Game Objectives](#)

[8 Game Rules](#)

[9 Game Structure](#)

[10 Game Play](#)

[10.1](#) [Game Controls](#)

[10.2](#) [Game Camera](#)

[10.2.1 HUD](#)

[11 Players](#)

[11.1](#) [Characters](#)

[11.2](#) [Metrics](#)

[11.3](#) [States](#)

[12 Player Line-up](#)

[13 Art](#)

[13.1](#) [Setting](#)

[13.2](#) [Level Design](#)

[13.3](#) [Audio](#)

[14 Minimum Viable Product \(MVP\)](#)

[15 Wish List](#)

Game Development Team Members

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UX TESTERS

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1 Game Overview

Title: Run Buck Run!

Platform: Mac OS

Genre: Endless runner

Rating: E (for everyone)

Target: Casual gamer (aging from 7 - 99)

Release date: November 11, 2019

Publisher: Yun Noh

Description: Run Buck Run! is a third-person endless runner game where the Player is a buck (male deer) named Buck who is trying to get a coffee from Starbucks but has no money right now. Buck needs to collect as much money as he can on his way to Starbucks while avoiding all the obstacles.

2 High Concept

Buck had a bad dream last night and really needs coffee but doesn't have any money right now. He wants his coffee from Starbucks which is in the city. Help Buck to get a coffee by collecting money on his way to Starbucks while avoiding the obstacles by jumping.

3 Unique Selling Points

- Simple control
- Low barrier of entry
- Adorable game art

4 Platform Minimum Requirements

Mac Standalone

OS: macOS 10.12+

Graphics card with DX10 (shader model 4.0) capabilities

CPU: SSE2 instruction set support

5 Competitors / Similar Titles

T-Rex Game by Google Chrome

6 Synopsis

Buck had a bad dream and could not sleep well so he needs some caffeine. His favorite coffee shop is Starbucks but he needs some bucks. You have to help him run safely by avoiding the bushes to Starbucks while collecting some bucks on the way!

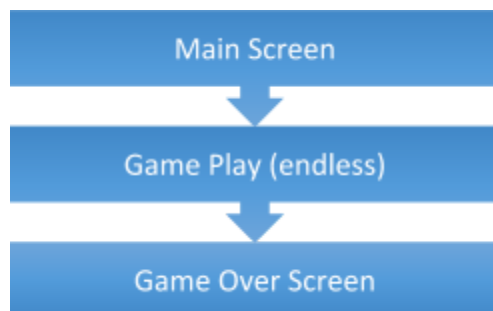
7 Game Objectives

The object of the game is to collect as many bucks as possible without running into any bushes.

8 Game Rules

Jump to avoid the obstacles (bushes) and collect points (bucks).

9 Game Structure



10 Game Play

10.1 Game Controls

Space Bar: Jump

10.2 Game Camera

The camera follows the Player and the Player is always on the bottom left side of the screen.

10.2.1 HUD

Score: displays current score (how many bucks collected)



11 Players

11.1 Characters

Buck lives in a forest but still enjoys his time drinking coffee in the city



11.2 Metrics

Max Health: 1

11.3 States

Move: The move state is a cycled animation where the character is running.

Jump: The jump animation will cause the character to move upward, simulating a jump. It will be triggered when the player presses space bar.

Game Over: When the game is over, the animation will stop.

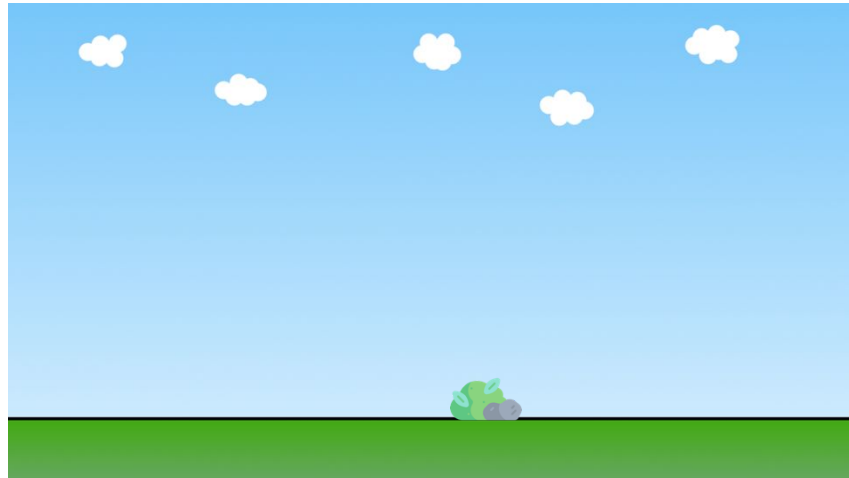
12 Player Line-up



13 Art

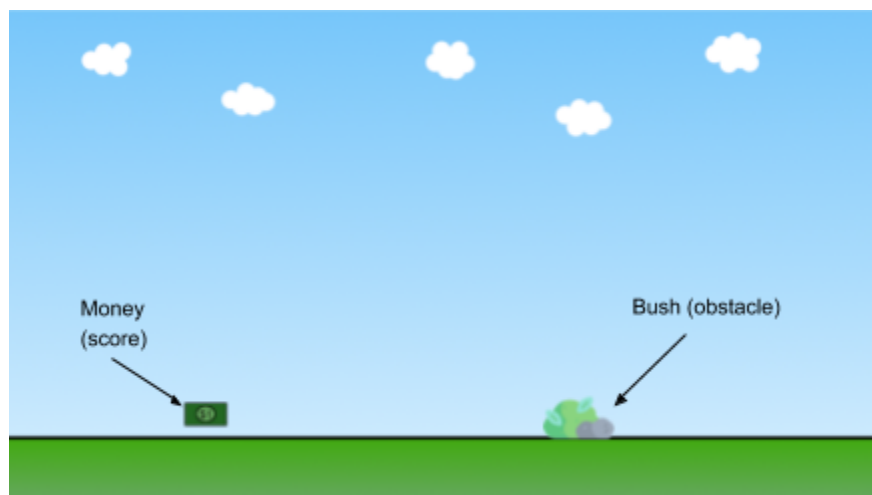
13.1 Setting

The background of the game is a grassy field with occasional bushes which are the obstacles in between the forest where Buck lives and the city where Buck's favorite Starbucks is located.



13.2 Level Design

The level consists of the field with randomly spawned bushes as the obstacles and money as score points. The spawn point is fixed to the bottom right side of the screen and spawned at random times for variability.



13.3 Audio

Name	Category	Description
coin_01	FX	When the character collects money
jump_27	FX	When the character jumps
game_over_29	FX	When the character hits the bush

14 Minimum Viable Product (MVP)

- Player character that jumps
- Randomly spawned obstacles and money
- Built for the Mac platform

15 Wish List

- Level selection
 - Being able to choose the difficulty of the game
- Variety in obstacles
 - More than one kind of obstacles
- Multiplatform
 - Playable in PC, Android, and iOS

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