**Game Design Document**

Created by Xiaozhi Li

**Last edited 03/19/18**

Contents:

**Team Info**

*Who made the game, what are their roles?*

**Group / Studio Name** – group 14

**Website** – trello: https://trello.com/b/pu0MciZy/cis-454-agile-project

**Member Responsibilities and Descriptions -**

* Xiaozhi Li - art/story/design/coordinating
* Qiwu Zou - programing/ agile design documentation/OOD translate/Spokes person
* Muzhen Li - programmer
* Zehu Yuan – Programmer/GUI/environmental design
* Yuqing Gu- programmer
* Ye Tian- programmer/environmental design/mechanic design

**Contact Info** – Wechat for direct contact. Trello for meeting and documentations.

**Specifications**

**Platform** – PC/maybe cellphone

**Audience** - Everyone

**Suggested Rating** - Everyone

**Tools** -

Autodesk 3D Studio Max (3D Modeling)

MS Visual Studio (Programming IDE)

Unity3D (Game Engine)

Trello (team management)

**System Requirements -** 4GB Ram DDR3, 2GB GPU (if you can run unity3d you should be able to run this)

**Requirements** -

* Single player, keyboard
* Computer

**Project Details**

**This is a free running game, the player runs on a preset track, the track turns and is infinite, the are obstacles on the track and the player needs to push a button to avoid the obstacles. If a player is hit by obstacles 3 times the player fails and may return to menu. The score is displayed at top corner as how much the player ran.**

**Requirements** -

* Single player only
* No score limit
* Opponents/Obstacles : Squad looking rock
* Boundaries: the game is linear, the player may dodge right or left but cannot move left or right freely other than that
* User Interface (UI):
  + Menu Screen: start the game, quit the game
  + Return to main menu
* Method player learns how to play
  + Instruction somewhere on the screen
* Tools/Weapons

nope

* Controller/touch screen

nope

Checkpoints, how is progress saved

nope

* Extra peripherals

**Refine story- Some one is running in a computer screen, try to guide the person further away.**

**Milestones** -

**In 2018:**

**3/24: animation of the character done**

**3/25: the player control and the infinite track**

**4/1: score, fail, gui.**

**4/8: refinement: background, ood design**

**4/15: the project come to an end.**

**Development**

* MDA
  + Mechanics: the player press ‘a’ and ‘d’ to dodge items, press ‘space’ to jump. (finish the jump first, if we got time come back for left and right dodge)
  + The game spawns random object in the track, that comes after the player and if hit causes the player to get hurt.
  + If the player get hurt three times in total the player fails.
  + Only do fail screen if the other parts are finished
* Tasks
  + Spawn an object at a specific location (x,y,z)
  + Spawn an object relatively random, either at (x+2,y,z), or (x-2, y, z)
  + Player jump
  + Player run
  + Player turn while running
  + Player jump while running
  + Player jumping over the obstacle
  + Player animation control
  + Player spawn?
  + Destroy and spawn of the map
  + Turning or other randomness of the map

**Game Design**

**Walkthrough** - Summary of a level walkthrough

* How do you start?
  + Once pressed the start button, the player can press ‘w’ to start running, once started running, he or she cannot stop.
* Spawn points for both characters and enemies
  + The obstacles spawn relatively in front of the player, along the track, and player needs to jump over it.
  + There needs to be some kind of hit box detection (unity3d already has it)
* Level Overview
  + There is only one level, so level menu and level play.
* Goals (how do you win?)
  + You cannot win, but you can get high scores.
* Puzzle Solutions
  + nope
* How to get a score
  + By keep running without fail
* How to advance to the next level
  + No next level
* What happens when the player dies?
  + The player falls down (require animation)
  + The player remains there, the player may chose to back to main menu
* Items to acquire - How do things work?
  + The further the player runs the more points he gets. (or he can collect point pellets along the way)
* Enemy types
  + obstacle
* Player skills
  + Reaction time
* Secrets
  + nope
* Combat/Defense - How does it work?
* Points of Interest
* Movement
  + Press space for jump.
* How to beat the bosses
  + nope
* Level ending
  + Never end
* What is the overall goal of game

Keep running.

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