**Running in the night**

*Game Design Document*

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| **Description** |
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| **Art theme** |
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| **A brief description of the plot of the game.** |
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| A medieval knight runs across a bridge at night, overcoming obstacles at night in order to escape from a castle to collect a magic sphere. Player has to take “***colleceble\_skulls***” as collectibles and “***Yellow\_sphere***” to end level. Game made in a dark atmosphere and gothic style. |

| **The place where the game takes place.** |
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| The place where the game takes place is in medieval times on the bridge that leads from the castle to the forest. |

| **The main theme of the game.** |
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| The main theme of the game is to run across the bridge overcoming obstacles. |

| **Typical play through of the game from start to finish** | |
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| ***What happens?*** | The player runs across the bridge overcoming obstacles in the form of “***Stationary\_obstacle***” and “***Non-Stationary\_obstacle***”, simultaneously collecting “***Score\_collectable***” and “***End\_level\_collectable***” to complete the game. |
| ***What does the player encounter?*** | The player meets along the way “***Stationary\_obstacle***”, “***Non-Stationary\_obstacle***”. |

| **Core loop.** |
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| **Concept Art or Models** |
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| **Level layouts** | |
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| **Black is stationary obstacles, red is non stationary.** | |
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| **Environment assets** | |
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| **The bridge on which the player runs** |  |
| **Props as decorative** |  |

| **HUD** | |
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| ***Score collectable quantity.*** |  |
| ***Player level.*** |
| ***Health level.*** |

| **Description of the major assets** |
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| **Obstacles** | |
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| **Stationary Obstacle** | |
| ***How does it look?*** |  |
| ***How does it work?*** | Player has to jump over it. |
| ***How does it affect the player?*** | Player dies when he does not jump over it. If the player jumps on the time, there is no affection. |
| **Non-Stationary Obstacle** | |
| ***How does it look?*** |  |
| ***How does it work?*** | Flying platform. **Simple animation back and forward** |
| ***How does it affect the player?*** | The flying platform flies back and forth, the player needs to jump on it during. |

| **Collectibles** | |
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| **Score collectable** | |
| ***How does it look?*** |  |
| ***How does it work?*** | When a player goes into it he collects it. Collectables added to collectables score. |
| **End level collectable** | |
| ***How does it look?*** |  |
| ***How does it work?*** | When a player goes into it he collects it. Collectable end level. |

| **Sound** | |
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| ***Background theme music.*** | ***Background\_theme\_music.mp4*** |
| ***Jump sound.*** | ***Jump\_sound.4*** |
| ***Landing sounds.*** | ***Landing\_sounds.mp4*** |
| ***Running sound.*** | ***Running\_sound.mp4*** |
| ***Hitting object sound.*** | ***Hitting\_object\_sound.mp4*** |
| ***Dying sound.*** | ***Dying\_sound.mp4*** |
| ***Collect score collectable sound.*** | ***Collect\_score\_collectable\_sound.mp4*** |
| ***Collect level end collectable sound.*** | ***Collect\_level\_end\_collectable\_sound.mp4*** |