GAME DESIGN DOCUMENT

Game Name:

Genre: Endless Runner

Game Elements:

Game elements are the basic activities the player will be doing for fun

- Continuous Running
- Avoiding Obstacles
- Collecting Coins

Game Identity:

This game is being made for the KaijuJam. For this game jam contestants are given 2 weeks to submit any genre of game for any platform as long as Kaiju (basically giant monsters) are featured in some way. For my submission I am making a continuous runner, where the player will run along a generated track with randomly generated obstacles. For this game players will play as Kaji, a simple city-dweller, who happens to find themselves in the middle of a Kaiju attack who must now run for their life along this seemingly infinite track.

Design Pillars:
- Continuous Running Track
- Simple Rewards (Collecting & Surviving)
- Fast-Paced Decision Making

Player:
Single Player

TECHNICAL SPECS

Technical Form:
There are 2D graphics (flat) and 3D graphics (form). 2D Graphics are used for the HUD while 3D Graphics are used for the player, enemies, and environment.

View:
Third Person Camera View, Camera follows behind the player.

Platform:
PC

System:
Unreal

Language:
UE4 Blueprints

Device:
PC

GAME PLAY

Players begin on the Main Menu where they can simply play, review the credits or the about section, or quit the game's application. Once they press play they will load into the first level of *Run Kaji*. *Run Kaji* is an endless runner, therefore players will be in a constant state of running while following along a track. During the game players must make quick decisions to avoid the various obstacles in their way by moving around the objects or by jumping over them. Along with the stationary obstacles players will have to avoid Kaiju attacks which, depending on the Kaiju, could come from the air or from the sides of the track. One hit and the game is over.

Game Play Outline

• Opening the game application
• Game Options (Play, About, Credits)
• Story synopsis
• (Play) Game levels
• Winning
• Losing/Quitting
• End

Key Features

● Endless Runner (Infinite Generating Track)
● Collect coins for a higher score
● Setting Distance records
● Make Quick Decisions to Survive

Design Guidelines

Run Kaji is a running game based in a typical city that is being attacked by Kaiju (Giant Monsters). The style is fairly basic since I wanted the main character, Kaji, to be able to be anyone. So the main character doesn't have much definition other than they are a person who is blue. Designs should be low-poly cityscapes and should include things typically found on a city street. Players should see things like construction equipment, debris, and of course attacks from the various Kaiju. Since the track is generated by the system the basic track should be the default road with brick walls on the sides. The items and debris are randomly generated onto that track, so each obstacle shouldn't be too large since it needs to fit onto the track without overlapping the other obstacles. The Kaiju attacks are separately generated and will appear around the track versus directly on it. They will generate from the air and fall towards the player or will reach from the sides across the track.

Game Definitions

Winning: *Run Kaji* is an endless runner meaning that players can essentially run along the track for an infinite amount of time. Winning in this game is equivalent to Surviving with the goal being to survive as long as possible with the entire end goal being to collect as many points as possible and/or running the longest distance.

Losing: Players will lose the game if they run into an obstacle or get hit by one of the Kaiju attacks.

Level Objective: The Objective is to run for as long as possible without losing the game while collecting as many coins as possible. To do this players will have to move their character out of harm's way and run into as many coins as possible. Players must avoid the Kaiju attacks and debris on the track.

The Player: The player is Kaji the runner. They are a non-binary human that does normal people things. There is only one playable character and they are controlled only by the person playing the game.

The Obstacles: Obstacles in the game include items like traffic cones, debris, and gaps in the road. These are items the player **MUST** avoid. If the player collides with one of these obstacles they will immediately lose the game.

The Enemies: The Kaiju are the main enemy of the game. Kaiju (defined below) have attacked the city and are rampaging through the streets, thus the reason our player is fleeing. While the player continuously runs away from these monsters they will send a variety of attacks at the player. These attacks act as extra obstacles for the player to avoid. If the player gets hit by one of these attacks they will immediately lose the game.

Controls: The controls are simple, the player must use their arrow keys to move themselves left and right and the spacebar to jump. The player will be in a constant forward motion so they only need to use their left and right arrow keys to move.

Game Flowchart
Basic Game Loop:
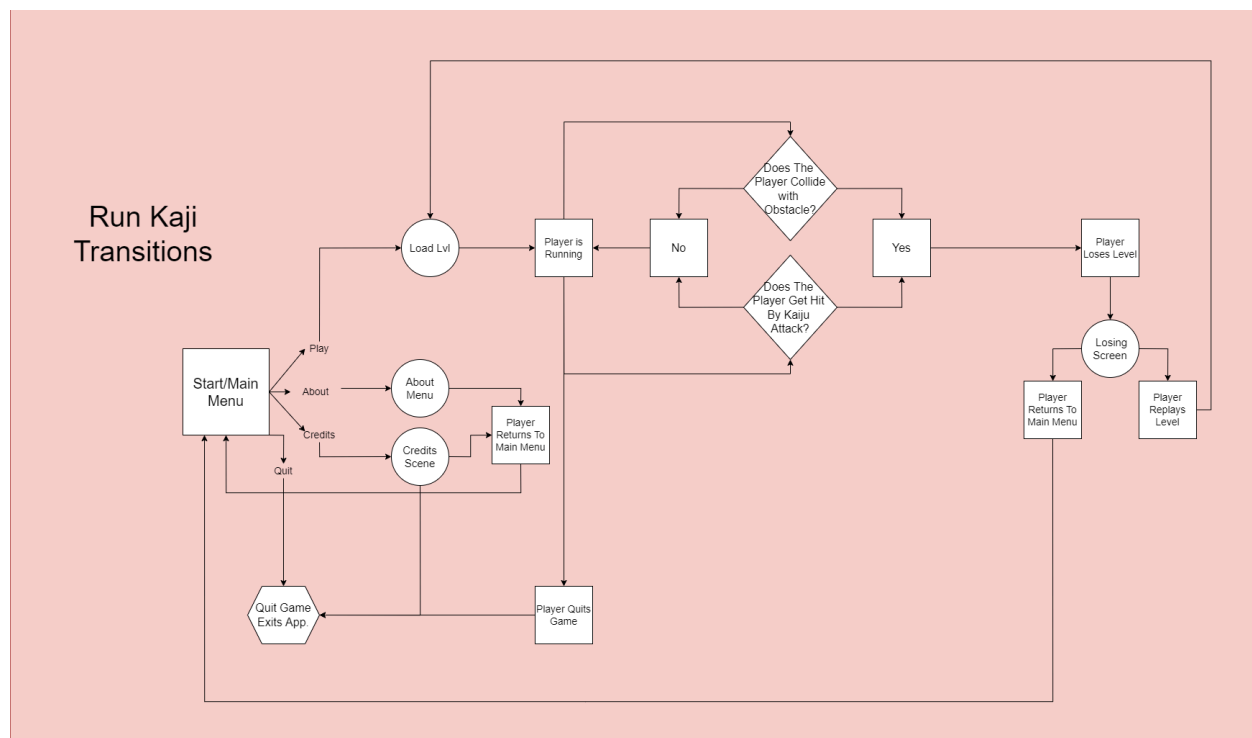
Player Definitions

- **Kaiju**: (Japanese: 怪獣, lit. 'Strange Beast') is a Japanese genre of films and television featuring giant monsters. The term *kaiju* can also refer to the giant monsters themselves, which are usually depicted attacking major cities and battling either the military or other monsters. The *kaiju* genre is a subgenre of *tokusatsu* (特撮, "special filming") entertainment.
- **Player:** The character that represents the real person playing the game. In *Run Kaji* this would be the runner character named Kaji.
- **Obstacles:** An object that obstructs Kaji as they run down the track. Hitting one of these will cause the player to instantly lose the game.
- The player is the only character that can be controlled by the player's keyboard inputs, their movements are decided strictly by the person playing the game. They are in a constant forward motion and can move left or right by using the arrow keys or they can jump using the spacebar.
- The Player has two states; Running and Jumping.
- Player gets points by continuously running and by collecting coins. Collect them by simply colliding with them.
- *Run Kaji* is a 1-Player game.

Player Actions

- Player starts game **>** Splash Screen, Title Screen, then Main Menu Appears.
- Player clicks the Play Button **>** Story Plays **>** Level 1 Loads In.
- Player is Running **>** Player avoids obstacles **>** Player earns points.
- Player is Running **>** Player collects coin **>** Player earns points.
- Player is Running **>** Player hits obstacles **>** Player Loses Game.
- Player is Running **>** Player gets hit by Kaiju attack **>** Player Loses Game.
- Player clicks the Game Menu Button (from game level) **>** Game Paused, Game Menu enabled. Player can select Controls, Main Menu, Quit, or Return.
- Player clicks the Controls Button (from Game Menu) **>** Game Menu screen disabled, controls screen enabled. Instructions on how to play the game/what buttons to use are displayed on screen.
- Player (from Controls Menu) clicks the return button **>** Controls Screen is disabled and Game Menu screen is re-enabled.
- Player clicks the Credits Button (from Game Menu) **>** Current Scene Unloaded, Credit Scene loads in.
- Player clicks the Main menu Button (from Game Menu) **>** Current Scene Unloaded, Main Menu Scene loads in.
- Player clicks the Quit Button (from Game Menu) **>** Application closes, player quits the game.
- Player clicks the Return Button (from Game Menu) **>** Game Menu Screen is disabled and gameplay resumes.
- Player clicks the Credits Button (from main menu) **>** Credits scene loads in. Credits scroll.
- Player (from Credits Scene) clicks the return button **>** Scenes switch from the Credits scene to the Main Menu scene.
- Player clicks the About Button (from main menu) **>** About scene loads in. Information about the game is displayed.
- Player (from About Scene) clicks the return button **>** Scenes switch from the About scene to the Main Menu scene.
- Player clicks the Quit button (from main menu) **>** Application closes and ends the game

Player Rewards

- Score Points (Gained from running continuously & Collecting Coins)

User Interface (UI)

　　　　While playing the game users will see a few UI elements displayed on the screen. The most important UI elements are the coin and distance counters. These tell the player how far they've run and how many coins have been collected. The coin counter is located in the top right corner and the distance counter is shown along the bottom of the screen. Also on the screen is some instruction telling the player they can press "P" to pause the game. If the player pauses the game the pause menu will appear in the bottom left. With this menu players can unpause their game, look up the controls, or return to the main menu.