

Fally Alley

Minor game design document

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Introduction:

In a back alley in a crowded city, people are replacing their old stuff with new, the easiest way to get rid of an old television, plant pots or a piano you say? Just throw it out the windows! Cats walking the street might get hit in the head? Well, poor cats.

Title:

Fally Alley

Genre:

Endless Arcade Action

Target audience:

This game is targeted to mainly any age above 5 years.

Deployment platform:

PC/Mac, Oculus Rift, made in Unreal Engine 4

Mobile (Android/iOS) and Mobile VR (Samsung GearVR)

(Could be viable for mobile devices where user touches instead of moving the character)

Unreal Engine Template:

Blueprint Top Down

Character:

There are many animal type characters that can be unlocked in this game, but you initially start as a dark cat named Jimmy. Other cat characters can be unlocked by spending golden fish gathered throughout the game.

Gameplay summary:

The goal of this game is to survive as long as possible in the back alley without getting hit by objects falling from above, and slime monsters coming out of holes in the ground. If the cat gets injured it means game over and player has to start all over again, starting with 0 points. Player can get "golden fish" to unlock other characters. The longer player survive the more time he has to get better score, eating one golden fish counts as one point. The levels are endless but with randomization for replay ability, high score is saved locally.

User Interface:

Tutorial in the start.

Score (golden fish counter), ~~timer~~.

Control Scheme:

Mobile: Tap where you want the character to move, can also hold to move.

VR: Gaze with a target dot on the ground where player wants the character to move (GearVR sidebutton).

Visual style guide:

