

# Fally Alley

Minor game design document

GAD03 – 10.17.2016

Andreas Nordbø

## 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! Cars driving in the the street might get hit? Well, poor cars.

## Title:

Fally Alley

## Genre:

Endless Arcade Action

## Target audience:

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

## Deployment platform:

Mobile (Android/iOS)

(On mobile, user touches instead of moving the character)

## Unreal Engine Template:

Blueprint Top Down

## Character:

There are many car types “characters” that can be unlocked in this game, but you initially start as a basic car. Other car “characters” can be unlocked by spending golden coins 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 car gets damaged it means game over and player has to start all over again, starting with 0 points. Player can get “golden coins” to unlock other characters. The longer player “survive” the more time he has to get better score, collecting one golden coin 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 coin counter), ~~timer~~.

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:

