

A Bird’s Life

GAME DESIGN DOCUMENT

October 21, 2020

**Target Audience:**

- The players for this game are between the ages of 6-50.

- They enjoy quick games they can pick up and play.

- They are attracted to the high score style system.

**Genre:**

Infinite runner

**Visual Style:**

2-Dimensions, Retro style

**Primary modes of gameplay:**

Single player, competitive high score.

**Target ESRB Rating:**

Everyone 10

**Target Platforms:**

Windows, later date: Andriod.

**Game Theme:**

A Bird’s Life is based on the classic airial infinite runner but instead of platforms being randomly generated, enemies are. The game is about a bird trying to collect their lost eggs while avoided obstacles and preditors trying to stop it.

**Game Mechanics:**

The player uses “WASD” to move the bird trying to avoid oncomming obstacles, while collecting eggs. The player has 3 lives before game over and touching any obstacles will lose one life. Locked gates will eventualy come, in which the player will need to click directly on the lock to break it open. Each colored lock will have a different durability, so they will need to be clicked multiple times. The game also has an infinitly scaling difficulty which wil speed up oncomming obstacles and interduce new ones as your score progresses.

**Controls:**

**WASD:** Move Up/Left/Down/Right

**Esc:** Pause game

**Left click:** Damages locks

**Obstacles:**

**Gates:** Gates move from right to left across the screen, their speed depending on the current difficulty. Gate locks come in 5 different types; broken, bronze, silver, gold and diamond. Each requiring an additional click to open. When the lock is broken the gate will slightly open revealing a path the player can travel through.

**Squirrel:** The squirrel will glide down on a slow angle from the top-right corner of the screen towards the player.

**Frog:** The frog walks along the bottom of the screen, randomly jumping high into the air.

**Raindrop:** The raindrop will quickly and suddenly fall straight down from the sky.

**BlueBird:** The bluebird will fly in an eratic “S” pattern across the screen.

**Items:**

**Egg:** The egg will reward the player with 5 additional score.

**Golden Egg:** The golden egg will reward the player with 30 additional score.

**Heart:** The heart pickup will recover one lost life, up to a maximum of 3 lives.