

24.9.2019

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Game design document for the infinite runner game Pizza Nightmare.

### Premise of the game

You control a humanoid in this cartoony style infinite runner game. The "plot" of the game consists of the player character needing to deliver a pizza to a customer before their rival delivery service. However, the genre being as it is, the player will never be able to reach this goal.

### Basic gameplay

The player character is automatically running upwards on the screen along a road with several lanes. The camera views the action from above and behind showing the player character, the road forward and approaching obstacles. Because of the view, the player has only a limited time to react to the obstacles.

### Controls

The player character can be controlled with 4 controls. Left and right for sideways movement between the lanes on the road. Up to jump and down to slide.

### Game world

The game world consists of the road and the space above the road. The space is divided horizontally to lanes and vertically conceptually to top and bottom sections. At the side of the road is a tauntingly empty pedestrian path, which is inaccessible to the player character

### Gameplay mechanics

The player will use the game controls to navigate the character through obstacles that are generated in front, outside of the view of the camera.

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There are different obstacles covering different areas of the game space.

For example:

Regular car will cover the bottom section of one lane and can be jumped over or passed from another lane.

Truck will fill both bottom and top sections of a lane and can not be jumped over.

Hanging streetlight occupies the top section of a lane and can be slid under or passed from a free lane.

Special crate obstacles are in the bottom half of a lane, and with proper timing can be broken open with the slide move giving the player a bonus coin at the risk of missing the timing, causing a collision and getting a game over.

As the game goes on the complexity and frequency of the obstacles increases. Successfully navigating past obstacles increase the players score.

## Failure and Reward

The player character will eventually collide with an obstacle dropping the pizza. This means game over as the rival delivery guy runs past the player character along the clear pedestrian path.

Collected coins are added to players total coins and possible highscore to list.

Player can use the coins to purchase a hat for the character. Possibly something else.

## User interface

During a run the players score and collected coins are shown in the corner of the screen.

Main menu has choices for a new run, viewing hiscores, viewing

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controls

Sound and effects

As this is a student project, some appropriate sounds might be stolen from other sources?

Characters

Player character – Pizza delivery guy

Rival – will laugh at the player when they fail

Boss – gives player character the task of delivering the pizza. But you must.

Project timeline

The author lacks the knowledge and possesses the sense to not even make a guess.

Project sketch

A non artists rendition of the game

