



sota  
staircase

# **RUNNING LATE**

Game Design Document

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# Game Information

<b>Game Name</b>	Running Late
<b>Genre</b>	Single-Player First Person Casual Arcade-Style Runner Game
<b>Game Elements</b>	<ul style="list-style-type: none"><li>- Navigating (Running, Walking, Jumping)</li><li>- Interacting (with Vending Machines)</li></ul>
<b>Players</b>	1 (Single Player)

# Technical Specifications

<b>Technical Form</b>	3D Graphics (Form)
<b>View</b>	Point Of View (First-Person)
<b>Language</b>	C# (via Unity Mono Runtime)
<b>Platforms</b>	Windows
<b>Device</b>	PC

# Game Play

The student is late for class and the mother is chasing him to get to school on time on the way he may encounter obstacles for example old lady or stuck in traffic.

The objective is to get to either a Bus Stop or to a Train Station entrance before the player runs late for school.

## Outline

- Opening the game
- Altering any in-game options if needed
- Game level: start of run
- Winning/Losing: end of run
- Possible retry of run
- End
- Content or discontent at best run result of gameplay session
- Possible return to the game based on player personality and contentedness or discontentedness

## Key Features

The speed of which the game is played at.

With a timer that will start immediately, the player must make fast decisions on whether the bus stop or the train station is a better option.

Is getting coffee to boost your speed worth the detour from the end points

# Design Document

## Integral Game Objects:

1. Bus and Bus stop:

These game objects serve as an endpoint for players to reach in order for their run to end. The bus arrives at the bus stop every 30 seconds, so if the player misses their first bus they would have to wait again for the bus to arrive and end their run.

2. Train Station:

This game object is another end point where players have to interact with in order for their run to end and their time to be recorded

3. Vending Machine:

Players have to make a choice whether to deviate from the original path of either endpoints to pick up a coffee from the vending machine. These coffees serve to permanently increase the speed of the player for that specific run only. However there are dedicated paths to either endpoints when reaching this vending machine

4. Lift:

Players must use the lift to go down the HDB block to the void deck. So that they can proceed to either end points

## Core Mechanics

- Navigating (Running, Walking, Jumping)
- Interacting (with Vending Machines)

## Game Rules

- The lesser you take to get to school, the better
- Moving cars will kill you

## Characters

- Student
- Mother
- Non-Playable Characters  
(Pedestrians: Secondary School Students, The Elderly)

## Design Guidelines

Non-fictional Core Mechanics: Mechanics should feel reasonable to the actual experience of secondary-tertiary students and/or working adults going to their school/workplace in a rush

# Game Design Definitions

This section established the definition of the game play. Definitions should include how a player wins, loses, transitions between levels, and the main focus of the gameplay.

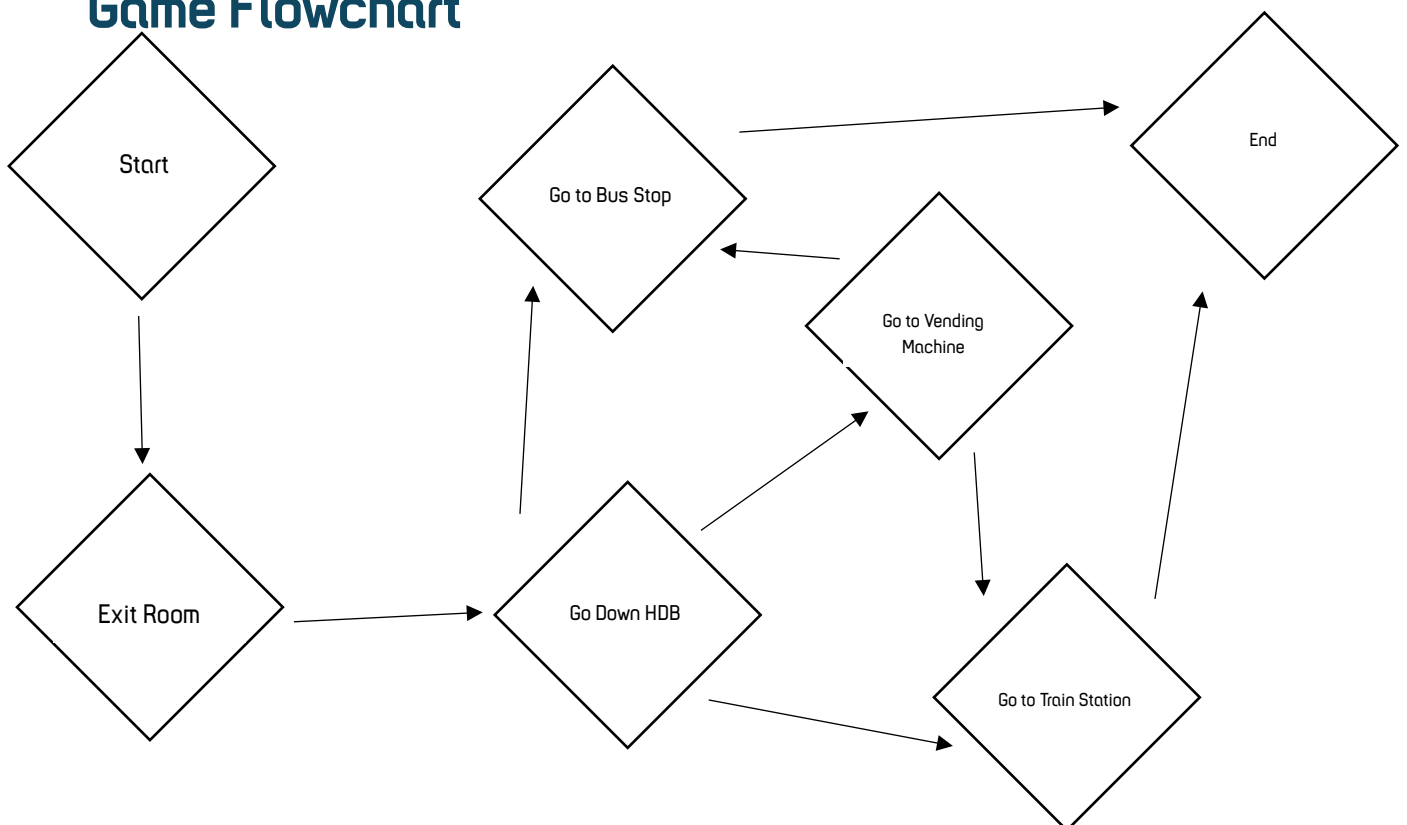
## Win Condition

- Win: Reach the Bus Stop or the Train Station before the time runs out
- Lose: Player reaches the Bus Stop or the Train Station, but the time has already ran out, or the player dies due to hostile game entities (e.g., vehicles)

## Why is all this fun?

It's a highly competitive game that players can compare their statistics on the complimentary app where they will try to one up the players above them and try to stay on top as the player with the highest score

## Game Flowchart



## Player Definition

Our player is implied to be a student studying at Ngee Ann Poly who has woken up late, and must reach their Bus Stop within a certain amount of time before catching a bus or heading to a train station

## Player Actions

- **Moving**  
Exploring the map and navigating to the Bus Stop and/or the Train Station
- **Interaction**  
Interacting with objects such as doors, Vending machine and End Points (Bus Stop / Train Station)

## Player Properties

When the player interacts with doors, they open for the player so that they can progress in the game.

Vending machines give a speed boost to players that is permanent until they reach an end point

End points end the game and give the player a score, a time record and a grade based on what score they got.

## Player Rewards

Coffee from the vending machine gives the player a permanent speed boost to help them get a better record.



# User Interface (UI)

## Physical Player Controls

<b>W</b>	Forward Movement
<b>A</b>	Leftward Movement
<b>S</b>	Backward Movement
<b>D</b>	Rightward Movement
<b>Space</b>	Jump
<b>Shift</b>	Sprint
<b>E</b>	Interact

## Digital Player Interface

There are two types of interfaces in the game:

- Menu Screens and Overlays
- In-game Overlays

### Menu Screens and Overlays

We have a start menu that allows players to toggle the music and sound effects separately adjusting it higher or lower. We have a pause menu that allows players to pause the game. The timer will also pause and the player is allowed to resume or exit back to the menu of the game.

### In-game Overlays

A timer that is at the top of the screen that is responsive and will change sizes when the resolution of the game window changes.

OverlayHUD.xml

00:53.47

ScreenMainMenu.xml

**RUNNING  
LATE**

Play

Options

Exit



Completed in 01:59.23  
1,000

[Return to Main Menu](#)

# Level Design

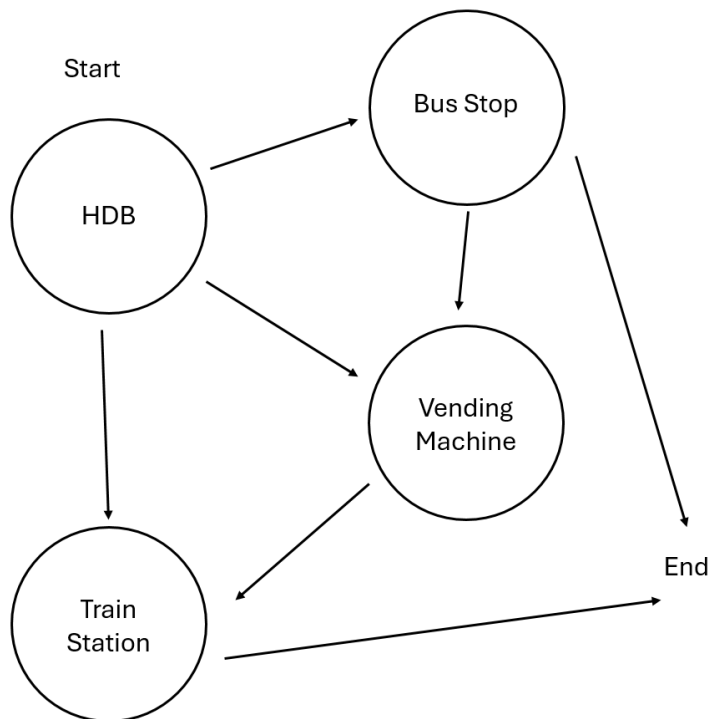
## World Description

HDB Flat, HDB Void Deck, Road to Bus stop, Road to Train Station

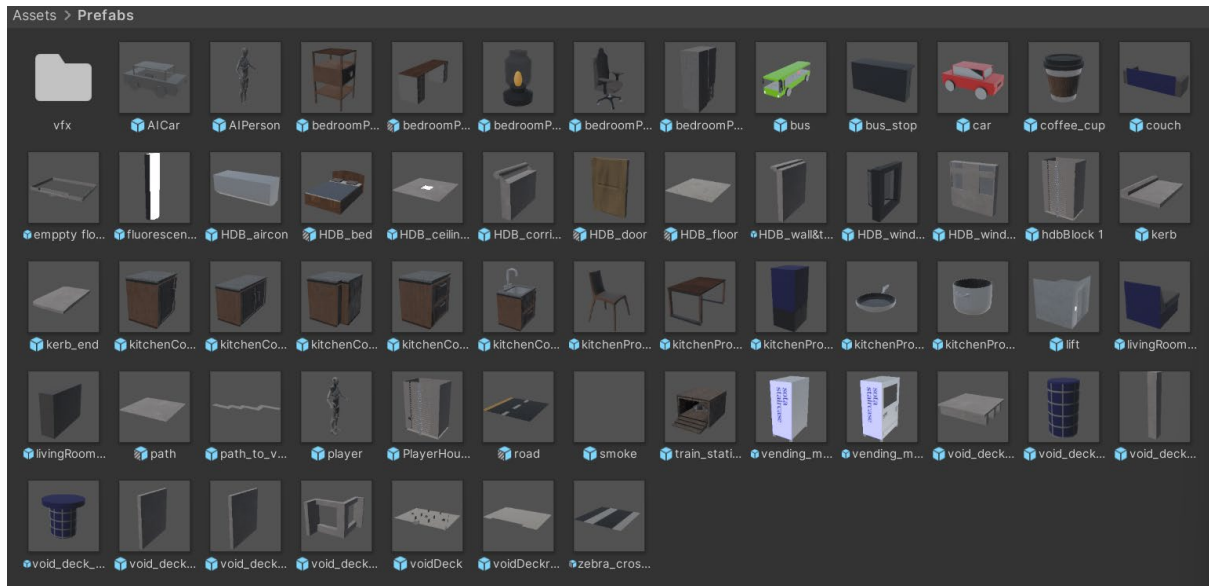
## Art Style

Low-polygon, stylised

## Bubble Diagram



# Asset List



# Level Map

