Game Design Document

Hyper Casual Game
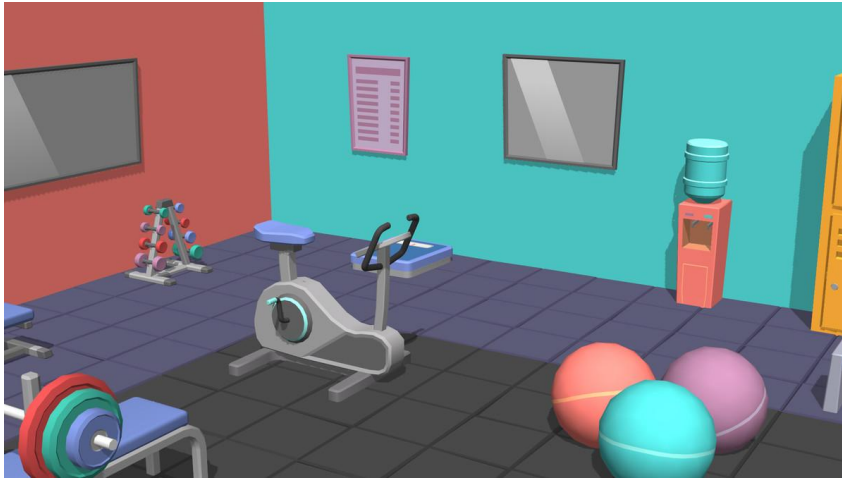
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GYM BUFF

References - GTA San Andreas (Mini game)

Art Style and Reference

Game Overview

- **Genre -** Arcade
- **Game Concept -** The main reference of this game is from GTA San Andreas Working out in the gym and finishing the workout. Each level has increased difficulty and multiple things to do. The player needs to upgrade his stamina, power and strength to finish the tasks and levels. If the player doesn't have enough stamina, power and strength then he loses the level and then needs to upgrade his power ups.
- Reference Video: https://www.youtube.com/watch?v=Kemet4je1o4
- **Objective -** to do the mentioned workout within the given time.
- **Play Flow -** Player gets assigned a task of finishing particular workouts for which he needs the desired strength. By finishing this, he progresses onto the next level.

- **Game mechanics** - tap to start workout, rapid tap to workout
- **Target audience** - 10 - 60 years
- **Core game loop -** start game - finish the workout - - end level
- **3. Features**

3.1Power Ups

Strength - Upgrade with coins

Stamina - Upgrade with coins.

3.2 Pickups

3.3 Win and Loose Case Scenarios

Win - Finish the level by completing all the workouts

Lose - Failing to do all the workouts before the time runs out. Or if you don't have enough power

Look and feel

- **Screen orientation -** Vertical
- **Camera angle / Setup - Portrait Camera -** TPS
- **Art Style -** simple/minimalistic/toonish
- **Illustrations -** player, player skins, equipment(cosmetic upgrade),

Economy

- **In-app purchases -** equipment designs, player costumes
- **Currencies -** coins or cash
- **Monetization Strategies -** Cosmetic upgrades, ads, in app purchases

Level design

- **Objects -** gym equipments, Gym plan,
- **Character -** speed, power, stamina

UI/UX

- **Design -** Minimalistic/simple
- **Flowchart -** Main menu, game screen
- **Illustration -** buttons, Logo, BG

Sound

- **BG Music -** subtle music