

HC Game Design Document

UFO Pickup

References -



1. Game Overview

- **Genre** - Endless UFO game
- **Game Concept/Description** - Player has to pick up animals/powerups as he completes the levels
- **Objective** - level based runner
- **Play Flow** -

2. Game mechanics -

Controls - swipe to go left and right.

3. Features

3.1 Power Ups

Beam Enlarger - Enlarges the beam so more surface area is covered to pick up more items

Speedometer - Speeds up the UFO so more area is covered within less time

3.3 Win and Loose Case Scenarios

Win - Finish the level by going through all the obstacles

Lose - Hitting the obstacles or losing all your mini players

4. Target audience - 10 - 60 years

5. Core game loop - start game - Pickup as many animals and humans - Set high score - WIN

6. Look and feel

- **Screen orientation** - Vertical
- **Camera angle / Setup** - TPS
- **Art Style** - Toon/Simple
- **Illustrations** - Player, mini players,

7. Economy

- **In-app purchases** - Cosmetic upgrades, remove ads
- **Currency** - coins or cash
- **Monetization Strategies** - Cosmetic upgrades, ads, in app purchases

8. Level design

- **Objects** - Spikes, blades, cannons,
- **Character** -
- **Environment** - track, skybox, hurdles

9. UI/UX

- **Design** - Minimalistic/simple (Reference given)
- **Illustration** - buttons, text, game logo



10. Sound

- **BG Music** - subtle music
- **Sound** - Sci fi

