

# 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

