

Farm Town Run Game Design Document

1. Introduction
 - 1.1. Plot
 - 1.2. Genre
 - 1.3. Setting
 - 1.4. Mindset
2. Non-Gameplay Menus
 - 2.1. Title Screen/Main Menu
 - 2.1.1. Character Selection
 - 2.1.2. Rewards
 - 2.1.3. Shop
 - 2.1.4. Settings
 - 2.1.5. Achievements
 - 2.1.6. Leaderboards
 - 2.1.7. Shield Icon and label
 - 2.1.7.1. Shield purchase and packages screen
 - 2.2. Character Selection
 - 2.2.1. 5 animal friends selection
 - 2.2.2. Coins + label
 - 2.2.3. Gems + label
 - 2.2.4. Play Button
 - 2.2.5. Home Button
 - 2.2.6. Selected Character 3D animation state
 - 2.3. Coins and Gems + store
 - 2.3.1. Gem and coins packages.
 - 2.3.2. Back button
 - 2.3.3. Character selection button
 - 2.3.4. Store button
 - 2.3.5. Free coins and gems buttons
 - 2.4. Shop
 - 2.4.1. Gift Box
 - 2.4.1.1. Prize List
 - 2.4.2. Shield Duration
 - 2.4.3. Magnet Duration
 - 2.4.4. Double Jump Duration
 - 2.4.5. Score Boost Duration
 - 2.4.6. Coin Boost Duration
 - 2.4.7. Kids Mode
 - 2.4.7.1. Information
 - 2.4.8. Home Button
 - 2.4.9. Character Selection Button

- 2.4.10. More coins and gems button
 - 2.4.11. Gem +
 - 2.4.12. Coins +
 - 2.4.13. Upgrades Cost
- 2.5. Prize List
 - 2.5.1. Rare Items
 - 2.5.2. Special Items
 - 2.5.3. Common Items
 - 2.5.4. Close Button
 - 2.5.5. Coins +
 - 2.5.6. Gems +
- 2.6. Kids Mode
 - 2.6.1. Information and price
- 2.7. Free Coins Screen
 - 2.7.1. Facebook Like
 - 2.7.2. Watch Video Random Prize
- 2.8. Rewards Screen
 - 2.8.1. Daily Rewards Screen
 - 2.8.2. Home Button
 - 2.8.3. Missions Screens and List
 - 2.8.3.1. Mission Sets
 - 2.8.4. Coins + Label
 - 2.8.5. Game + Label
- 2.9. Settings
 - 2.9.1. Music and Sounds On/Off
 - 2.9.2. Facebook Log In
 - 2.9.3. Email
 - 2.9.4. Terms of Service
 - 2.9.5. Privacy Policy
 - 2.9.6. Close Button
- 3. Flow Chart
- 4. Gameplay Items
 - 4.1. Coins
 - 4.1.1. Coins Logic
 - 4.2. Coin Boost
 - 4.2.1. Coin Boost Logic
 - 4.3. Powerups
 - 4.3.1. Magnet
 - 4.3.2. Multiplier
 - 4.3.3. Shield
 - 4.3.4. Double Jump
 - 4.4. Daily Task Letters

- 4.4.1. Letters Logic
- 4.5. Random Gift Box
 - 4.5.1. Gift Box Logic
- 5. Rival System AI and Screens
 - 5.1. Rival AI
 - 5.1.1. Movement AI
 - 5.1.2. Item Collection and Rules
 - 5.2. Rival Scoring
 - 5.2.1. Rival Knockout
 - 5.2.2. Rival Overtake
- 6. Economy
 - 6.1. Main Character Price
 - 6.2. Consumables
- 7. Game Over Screen
 - 7.1. Buttons and Icons
 - 7.2. Save Me state and Revival Screen

1. Introduction

1.1. Plot

A brand new challenge called the Farm Town Run has been introduced at the local farm town. A few animals that are residents of the farm town decide to take part in it.

The player will be tasked to control the animal that he/she selects from the character selection screen and use that animal to collect coins, avoid obstacles that are on the track.

1.2. Genre

Arcade Infinite Runner

1.3. Setting

The game is set in a cartoon world. The cartoon world is set in the present day time.

1.4. Mindset

Hasty, thrilling

2. Non-Gameplay Menus

2.1. Title Screen/Main Menu

The main menu will be the first screen that the player sees. It will also contain the **Tap to Run** feature that will take the user to the gameplay screen with the last character that was chosen.



2.1.1. Character Selection

This button will take the user to the **Character Selection** screen.

2.1.2. Rewards

This button will take the user to the **Rewards** screen.

2.1.3. Shop

This button will take the user to the **Shop** screen.

2.1.4. Settings

The button will take the user to the **Settings** screen.

2.1.5. Achievements

This button will open the **Google Play Game Services Achievements**, so **Google Play Services** will be required in this.

2.1.6. Leaderboards

This button will open the **Google Play Game Services Leaderboard**, so **Google Play Services** will be required in this.

2.1.7. Shield Icon and Label

The **shield icon** and label will appear on the main menu at the middle right of the screen.

2.1.7.1. Shield Purchases and Packages screen

Clicking the **shield icon** will take the user to the **shield purchase** screen. This screen will allow the user to purchase shields as consumables. Each shield will cost 250 coins.

2.2. Character Selection



2.2.1. 5 animal friend selection

The 5 **animal friends** that are part of the game can be selected from this menu. The pictures of the animal friends will appear at the bottom of the screen. Clicking any of the pictures will show the selected **animal friend's** 3D model in the middle of the screen. The selected animal friend will be marked with a tick on the image.

If a certain animal friend is locked, then the price of that **animal friend** will be in the description box. The description box will also contain a 'select' or 'selected' button. The descriptions are as follows:

1. Ben the Dog: "I love bones! Help me earn coins so I can get juicy bones for dinner."
2. Tom the Cat: "I can help you get coins, if you promise to rub my belly after we are done."
3. Peter the Owl: "Ho ho! Ho ho ho! Ho ho ho ho!"

4. Jack the tortoise: "Slow and steady wins the race!"

2.2.2. Coins + label

A **coins label** with a plus sign in front of it will appear on the top left. Clicking the plus sign will take the user to the **Coins and Gems + Store**.

2.2.3. Gems + Label

A **gems label** with a plus sign in front of it will appear on the top left. Clicking the plus sign will take the user to the **Coins and Gems + Store**.

2.2.4. Play Button

The **play button** will take the user to the gameplay screen.

2.2.5. Home Button

The **home button** will take the user to the title screen or main menu screen.

2.2.6. Selected Character Animation State

A 3D model of the **animal friends** will be visible on the screen. The character that is selected from the image panel will be visible on the screen. The standard **animal friend** idle animation will play.

2.3. Coins and Gems + store



A simple screen where the users will be able to buy more coins or gems from.

2.3.1. Gem and Coins Packages

1. Starter Pack: Includes 100 gems, 100,000 coins and 5 shield powerups.
2. Coins packs
 - a. Petty coins (\$0.99): 15,000.
 - b. Bunch of Coins (\$4.49): 100,000.
 - c. Whole Lots of Coins (\$9.99): 350,000.
 - d. Loads of Coins (19.99): 650,000.
 - e. Tons of Coins (\$49.99): 2,000,000.
 - f. Megaton of Coins (\$99.99): 10,000,000.
3. Gems

- a. Petty Gems (\$4.49): 80.
- b. Bunch of Gems (\$19.99): 350.
- c. Whole Lots of Coins (\$49.99): 1000.
- d. Tons of Gems (\$99.99): 3,000.

2.3.2. Back Button

This will take the user to the **Character Selection** screen.

2.3.3. Character Selection Button

This will take the user to the **Character Selection** screen.

2.3.4. Store Button

This button will take the user to the **Store** screen.

2.3.5. Free Coins and Gems Buttons

This will take the user to the **Free Coins and Gems** screen.

2.4. Shop



2.4.1. Gift Box

The gift box will be in 2D and will cost 200 coins. The box will contain a random prize. The box will open in a cinematic fashion. The screen will flash when the box is clicked and when it fades out, the box will appear opened with the prize inside it.

2.4.1.1. Prize List

1. Common items
 - a. Fish
 - b. Feathers
2. Special
 - a. Coins

- b. Shield
- 3. Rare
 - a. Jackpot
 - b. Gems

2.4.2. Shield Duration

The **shield** will make the **animal friend** invulnerable for as long as it lasts. The shield will start with a 10 second time. The **shield duration** can be upgraded 5 times. Each upgrade will increase the duration by 5 seconds. So the maximum time for the shield will be 35 seconds.

2.4.3. Magnet Duration

The **magnet** will attract the coins towards the **animal friend**. By default, the **magnet** will have a default duration of 10 seconds. The magnet can be upgraded 5 times, so it will have a maximum duration of 35 seconds.

2.4.4. Double Jump Duration

The **double jump** will allow the user to jump twice. the user will be able to perform another jump while in midair which will have a value of the standard jump. The **double jump** function will have a default value of 10 seconds. The **double jump** duration can be upgraded 5 times, each time by 5 seconds, for a maximum value of 35 seconds.

2.4.5. Score Boost Duration

The **score boost** will be a score multiplier. This will be attached to the **distance score** of the **animal friend**. For each multiplier collected, each score earned will be multiplied by 2.

For example, the default value of the score is 1 for one Unity unit covered. When a multiplier is collected, the score will be 2 for one Unity unit covered.

Each multiplier will last for 10 seconds. If during this time the user collects another multiplier, then the multiplier duration will be reset and the user will get another 10 seconds. The multiplier duration will last for 10 seconds by default and can be upgraded 5 times, each time by 5 seconds. The maximum duration of the multiplier will be 35 seconds.

2.4.6. Coin Boost Duration

This item at the **store** will increase the duration of the coin boost by 5 seconds per upgrade. This ability can be upgrade 5 times, to last of a maximum duration of 35 seconds.

2.4.7. Kids Mode

This mode will be a in-app item that can be bought for \$3.99.

2.4.7.1. Information

The following is what will appear in the information box.

- Activate safety features.
- Completely remove ads.
- Unlocks ability to purchase characters with coins
- Removes gems and converts them into 1000 coins per gem.
- 100,000 coins.

2.4.8. Home Button

The **home** button will take the user to the title/main menu screen.

2.4.9. Character Selection Button

This button will take the user to the **Character Selection** screen.

2.4.10. More Coins and Gems Button

This will button will take the user to the **Coins + and Gems + screen.**

2.4.11. Gems +

This button will take the user to the **Coins + and Gems + screen.**

2.4.12. Coins +

This button will take the user to the **Coins + and Gems + screen.**

2.4.13. Upgrades Cost

Each upgrade will cost 250 coins initially. This number will be multiplied by 2 after an upgrade is purchased. So the last upgrade will cost 8000 coins.

2.5. Prize List

2.5.1. Rare Items

The **rare items** will be:

1. Jackpot
2. Gems



2.5.2. Special Items

The **special items** will be:

1. Coins
2. Shield

2.5.3. Common Items

The **common items** will be:

1. Fish

2. Feathers

2.5.4. Close button

The close button will disable this screen and take the user to the store screen.

2.5.5. Coins +

The **coins +** button will take the user to the **Coins + and Gems + Screen**.

2.5.6. Gems +

The **coins +** button will take the user to the **Coins + and Gems + Screen**.

2.6. Kids Mode

This will be an in-app only option that will allow the user to make the game kids friendly.

2.6.1. Information

The following is what will appear in the information box.

- Activate safety features.
- Completely remove ads.
- Unlocks ability to purchase characters with coins
- Removes gems and converts them into 1000 coins per gem.
- 100,000 coins.



2.7. Free Coins Screen

2.7.1. Facebook Like

This option will take the user to the **Humpback Games** page. If the user likes the page, he/she will be awarded 1,000 coins.

2.7.2. Watch Video Random Prize

Watching the video will give the user one of the following prize:

1. 500 coins.



2. 1000 coins.
3. 1 gem.
4. 1 shield.
5. One fish.
6. One feather.

2.8. Rewards Screen

2.8.1. Daily Rewards Screen

The **daily rewards** screen will contain:

1. Letters to Collect Task



2. Daily prize amount in front of letters.
3. Time left label.
4. 5 Day reward system panel.
5. Day 5 Mega Gift Box award.
6. Coins + label.
7. Gems + label
8. Missions list button.
9. Home button.

The following are the **daily rewards**

- Day 1: 250 coins.
- Day 2: 400 coins.

- Day 3: 750 coins.
- Day 4: 1000 coins.
- Day 5: 1500 coins.

2.8.2. Home Button

The **Home Button** screen will take the user to the **title screen/main menu** screen.

2.8.3. Missions Screens and List



The **mission screens and list** will contain:

1. Coins + label.
2. Gems + label.
3. Set label with progressing indicator.
4. 3 mission tasks with progress bars.
5. Skip option for each task costing 1,000 coins.
6. Home button.
7. Daily task button.

2.8.3.1. Mission Sets

1. Set 1
 - a. Get 500 coins
 - b. Complete Daily task
 - c. Collect 1 Double Jump
2. Set 2
 - a. Get 1000 coins.
 - b. Get 1 coin boost.
 - c. Share on Facebook
3. Set 3
 - a. Get 2000 coins in one run.
 - b. Get 5 magnetic fields in one run.
 - c. Use revive ability once.
4. Set 4
 - a. Get 3000 coins in one run.
 - b. Collect 10 magnetic field in one run.
 - c. Activate shield 3 times in one run.
5. Set 5
 - a. Get 5000 coins in one run.
 - b. Activate shield 5 times in one run.
 - c. Get coin boost 5 times in one run.

2.8.4. Coins + label

This button will take the user to the **Coins and Gems + Screen**.

2.8.5. Gems + Label

This button will take the user to the **Coins and Gems + Screen**.

2.9. Settings Menu





2.9.1. Music and Sounds On/Off

A simple toggle button, designed to control music and sounds. When on, all game sounds and music will be turned on. When off, the game will be completely silent.

2.9.2. Facebook Log in Feature

In the settings menu, the player will be able to log into facebook so that the user can share scores on his/her timeline. The game will feature the Unity Facebook plugin, so a thorough understanding of how it works is extremely necessary.

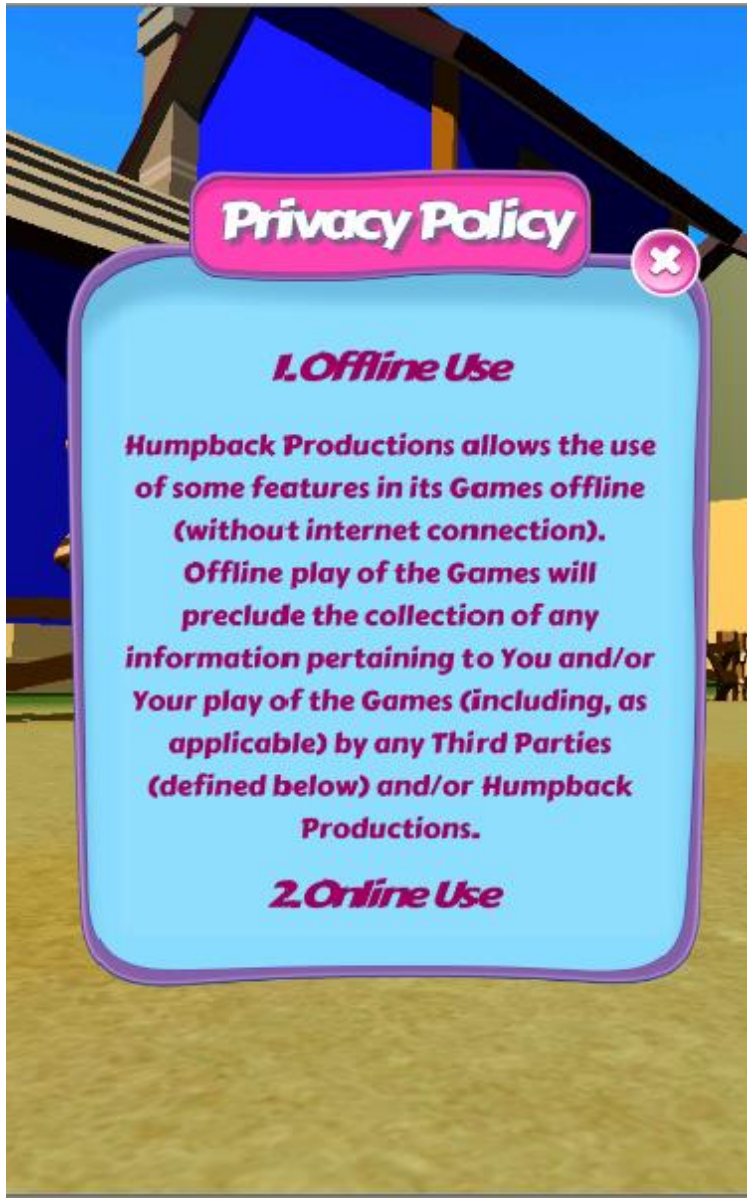
2.9.3. Email

This button will prompt the user to open an email application. The email address that shall be given will be humpback.games@gmail.com

2.9.4. Terms of Service

The terms of service will be a window that will contain the Terms of Service text. This isn't a compulsory addition.

2.9.5. Privacy Policy



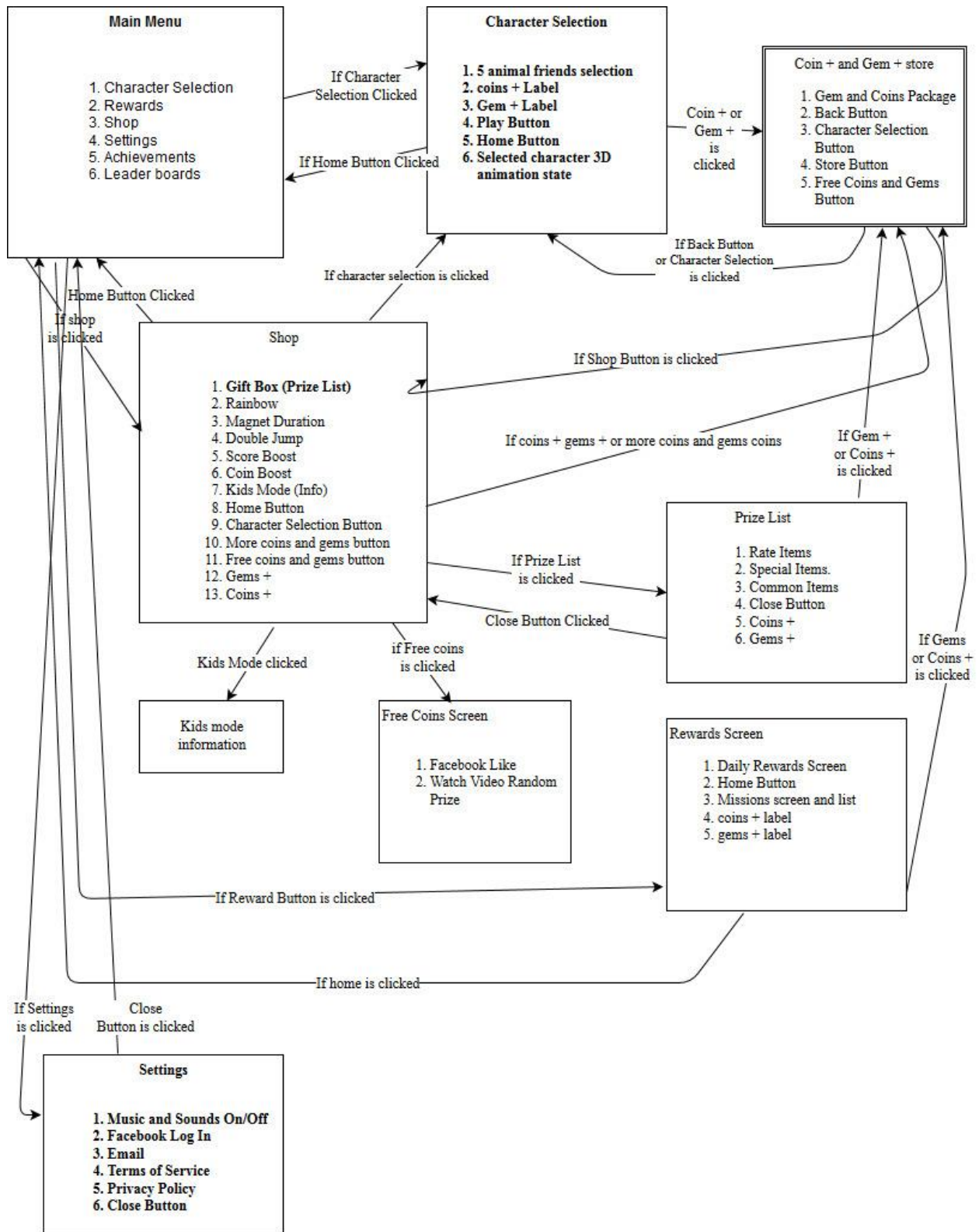
The privacy policy will be a window that will contain the text found at <http://hb-games.com/privacy.htm>

The entire text must appear inside the window, and must be a scroll view.

2.9.6. Close Button

The close button will close the **Settings** window and take the user back to the title/main screen.

3. Flow Chart



4. Gameplay Items

4.1. Coins

The **coins** will be the main collection item of the game. They will be placed all over the track and will even go over the top of hurdles. They will have a **rotation animation** attached to it.

4.1.1. Coins Logic

The **coins** will be collected by the player. A **coin** will add exactly 1 to the player's overall **coin score** and be stored as a consumable.

4.2. Coin Boost

The **coin boost** is a special bonus that can be activated by the player if the player manages to completely fill the **coin boost bar**.

4.2.1. Coin Boost Logic

The **coin boost bar** will have a limit of 150. A **coin** will add one to the **coin boost bar**. Once the bar is full, a text window will appear on the screen and tell the player that the coin boost is activated. Hurdle generation will be stopped during that time and the **coin boost cluster level** will start. The **coin boost** duration will be according to the current **coin boost upgrade** that the player has.

For each upgrade, another **coin boost cluster level** will be added.

The bar will start depleting as soon as it is filled, slowly and will match the actual duration of the **player** in the **coin boost cluster level**.

NOTE: **Coins** inside the **Coin Boost Cluster Level** will not affect the **coin boost** duration by any means or fill it up.

4.3. Power Ups

4.3.1. Magnet

The **magnet power up** will work similar to a real life magnet and will attract **coins** towards the player. The player will not need to **change lanes** to get coins for the duration of this power up.

The power up must appear randomly on the track or be part of the **hurdle levels**.

4.3.2. Multiplier

The **multiplier power up** will work like a standard multiplier will have a power of 2. Once collected, the power up will add +2 to the distance unit. If the player manages to collect another multiplier before the

first runs out, then 2 will be added to the current **multiplier effect** so that each **distance score** will then be 4, and so forth.

The **multiplier power up** can be randomly generated on the track or be part of the **hurdle levels**.

4.3.3. Shield

The **shield power up** will work similar to standard shield effect. Once collected, all **hurdle level** colliders of the world will not collide with the player.

The **shield power up** can be randomly generated on the track or be part of the **hurdle levels**.

4.3.4. Double Jump

The **double jump power up** will work similar to standard **double jump function** in most video games. If the player swipes up while the character is still in the air after a standard jump, a jump force will be added to the character, making it appears like the character jumped twice, once from the floor and then when in the air.

The **double jump power up** can be randomly generated on the track or be part of the **hurdle levels**.

4.4. Daily Task Letters

Once every 24 hours, letters will appear on the track. These letter will form a word. For example, one daily task given to the player can be to collect the letter P E and T to form the word PET.

4.4.1. Letters Logic

If the player collects these letters within 24 hours, then he he/she will be given the daily reward for that task. The **daily task letter** will change according to the day as well as the reward for completing the task. The **daily tasks** will follow a **5 day reward** system, with the day 5 awards carrying the best reward.

The **daily task letters** can appear at random on the track or be part of the **hurdle levels**. If the player misses a letter, then the letter will appear the next **generation location**. If the user quits the game before completing the daily task and returns before 24 hours, then the **daily task letters** will continue as normal with the already collected letters not appearing again.

4.5. Random Gift Box

The **random gift box** will appear at random on the track or as part of the **hurdle levels**. It will contain a **random gift**. It can contain any item from the **Prize list** from the **special and common** sections.

4.5.1. Random Gift Box

The **random gift box** will only appear once every 24 hours. The **box** will be give the user a **random prize** before the **game over** screen and after the **Revival Screen**. The **prize** will immediately be added to the **player's inventory**.

5. Rival System AI and Screens

5.1. Rival AI

The **rivals** will always spawn in front of the player at a distance of around 150 Unity Units. The **rival spawner** will be at a fixed position in front of the player and spawn **rivals** in between 10-20 seconds.

5.1.1. Movement AI

The **Rival** will move just like the **main character** does. The **rival** will be able to change lanes, jump and roll. This mainly depends on the obstacles that come in front of the **rival**.

The **rival** will never hit an obstacle.

5.1.2. Item Collection and Rules

The **Rival** will not be able to collect **coins, powerups** or **daily task letters**. The **rival** cannot interact with anything in the environment.

5.2. Rival Scoring

5.2.1. Rival Knockout

If the **player character** touches any **rival** on the track, the **rival** will be **knocked out**. Ragdoll physics can be used to achieve this. For each knockout, the **player** will be awarded 100 **coins**.

5.2.2. Rival Overtake

The player will be able to overtake any **rival** on the track. An overtake will give the player 10 **coins**.

6. Economy

6.1. Main Character Prices

1. Tom (20 fish)
2. Ben (Unlocked by Default)
3. Jack (10,000 coins)
4. Peter (40 feathers)

6.2. Consumables

1. Shield (250 coins)

7. Game Over Screen

7.1. Buttons and Icons

The game over screen will contain:

1. **Coin +label** on the top left of the screen.

This will take the user to the **coins and gems+ store**.

2. **Gems + label** on the top right of the screen.

This will take the user to the **coins and gems+ store**.

3. **Character + Icon** with run stats and character dialog box in the middle top of the screen underneath the **coin +** and **gems +** labels

Clicking the plus button that will be underneath the character icon will take the user to the **character selection screen**. The stats will contain coins, distance and score labels.

4. **Optional Advertisement** in the middle of the screen underneath **character + icon**.

This can be an advertisement of our **starter pack** or of any other game.

5. **Free Coins** offer underneath **Optional Advertisement**

The user will be given an option to get 1000 coins after watching a video.

6. Standard home button on the bottom left of the screen.
7. Standard paw/character button on the bottom left of the screen.
8. Standard shop button on the bottom right of the screen.
9. Standard go button on the bottom right of the screen.

For 6-9 all buttons will have a standard arrangement that is present in the non-gameplay menus of this document. Buttons will take the user to their respective icon representations. The **Go** button will take the user to the **character selection**. **Home** button will take the user to the **title screen**. **Paw/Character button** will take the user to the **character selection screen**. **Shop Button** will take the user to the **shop**.