

# Galaxy Roll

A Game Design Document

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# Game Overview

The primary concept is that of a 3D runner/ platformer hybrid. A ball moves along a defined platform while the player controls its movement by strafing left/ right and attempts to reach the finish line for progression into the next level.

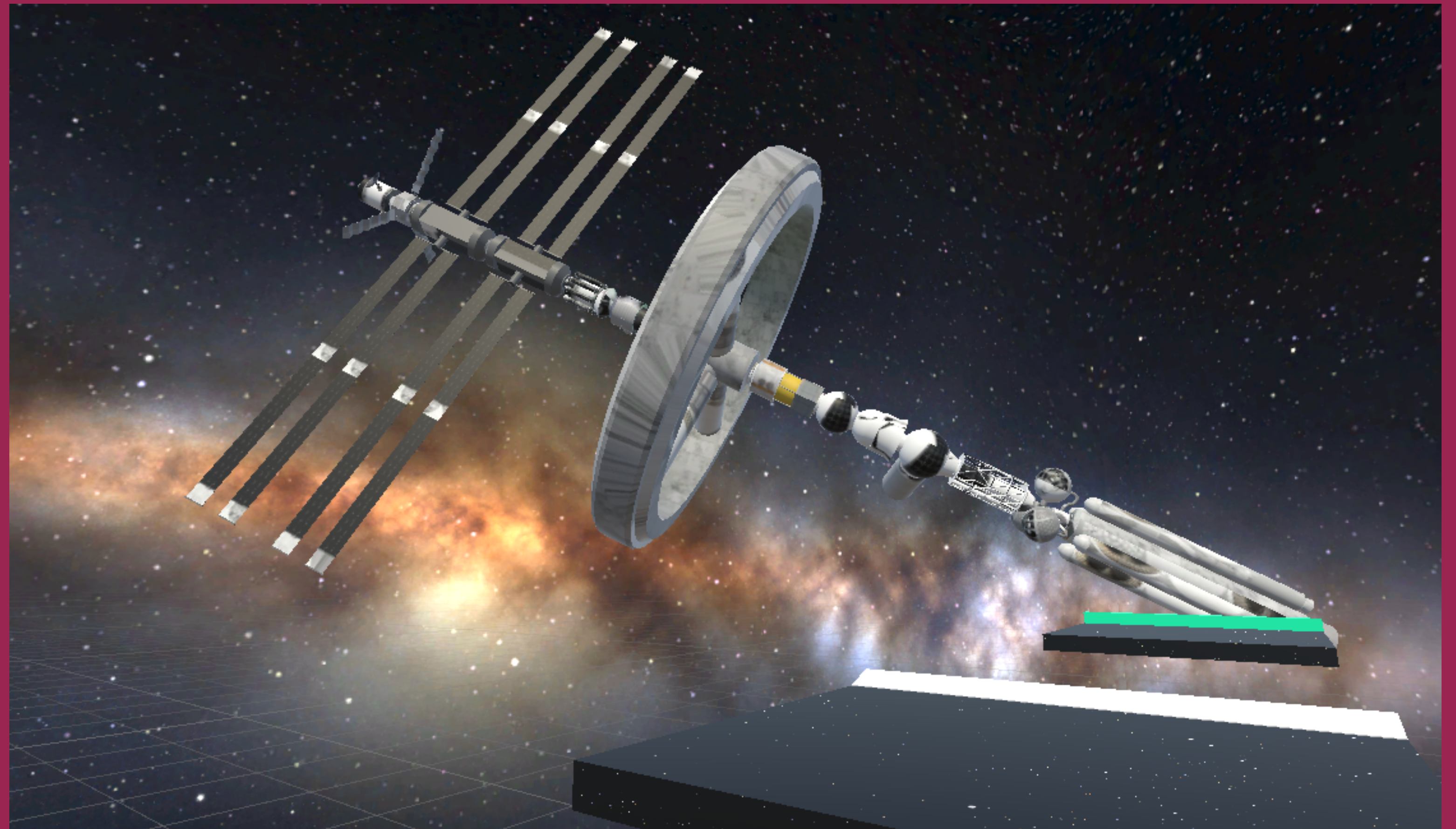
Target Audience: All ages 12+

Though the intended game flow is pretty casual, immersion is the primary incentive. The level design is such that errors in the upper levels can potentially drop the players into lower levels and thus incentivize immersion.



# World & Narrative

The game world is set in space, giving a science fiction feel to the game. The narrative is that of a space ship on a mission to collect some artifacts on its way to a deep space station. Each mission is represented through a level where collecting the artifacts and actually completing the mission gets progressively harder.





# Gameplay

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Objective: **SURVIVE** by avoiding obstacles and **REACH** finish points of each level to cue progression to the next.

Progression: Reach end/ finish points of each level to progress to the next. The player is susceptible to be punished for errors in gameplay as the player object (ball) can fall through the platforms of higher levels into the lower levels.

The challenge is structured according to increasingly tighter placements of the primary obstacle (which cause level restarts) and the arena being increasingly harder to navigate as the levels progress.



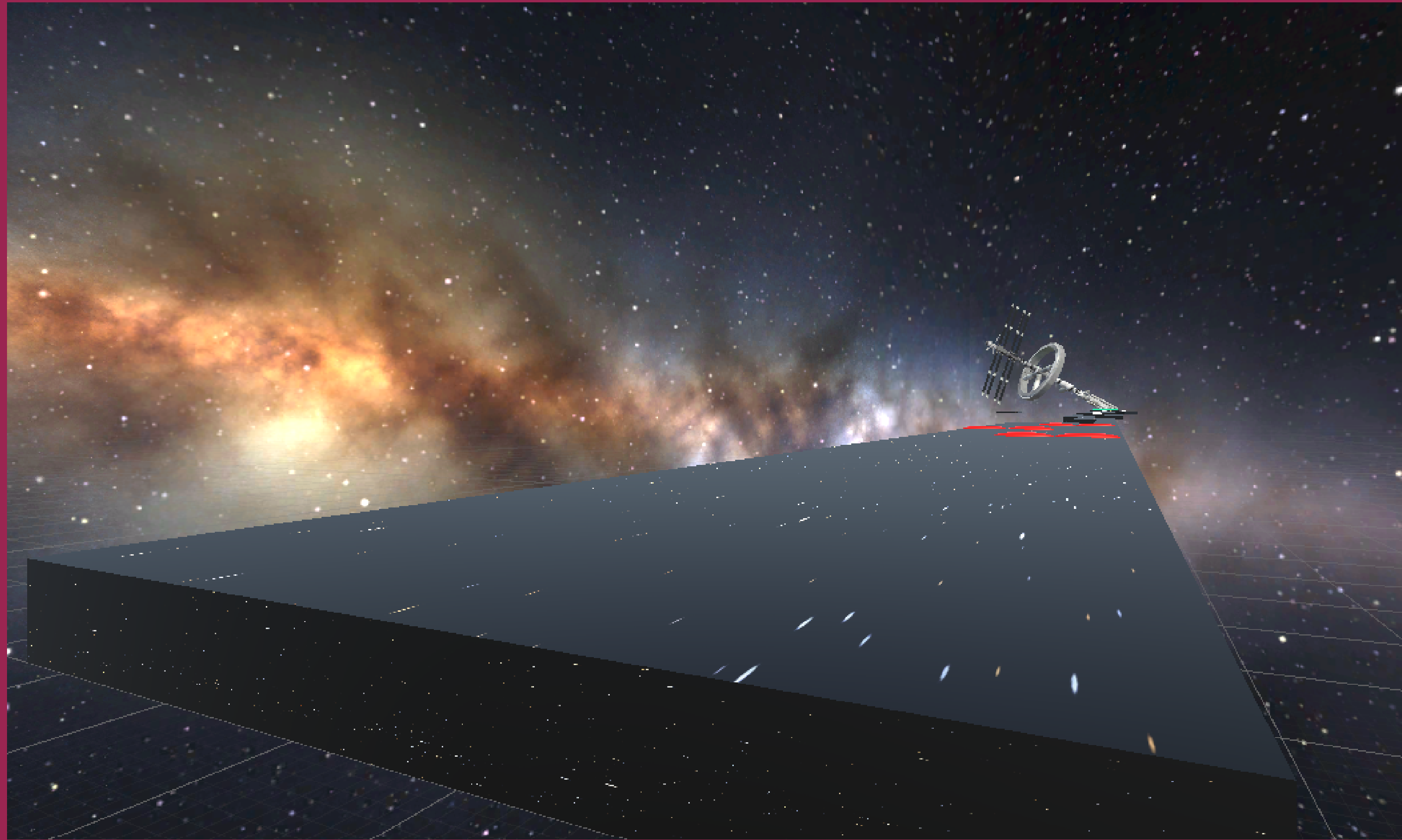


Fig: Platform visual ( the intention is to have the platform visually blend in with the game world to some degree, to push the narrative of interstellar travel.



# Mechanics

The primary mechanic is strafing to control the trajectory of the ball by pressing LEFT/ RIGHT.

Rules:

- Complete the objective by reaching the finish points of levels.
- Avoid the primary obstacles (RED) as they cause the level to restart.
- Avoid falling out of the platform as it causes the level to restart.

Physics: All objects interact with each other according to basic Unity physics.

Economy: The high score system is tied to the number of collectibles collected during the full playthrough.



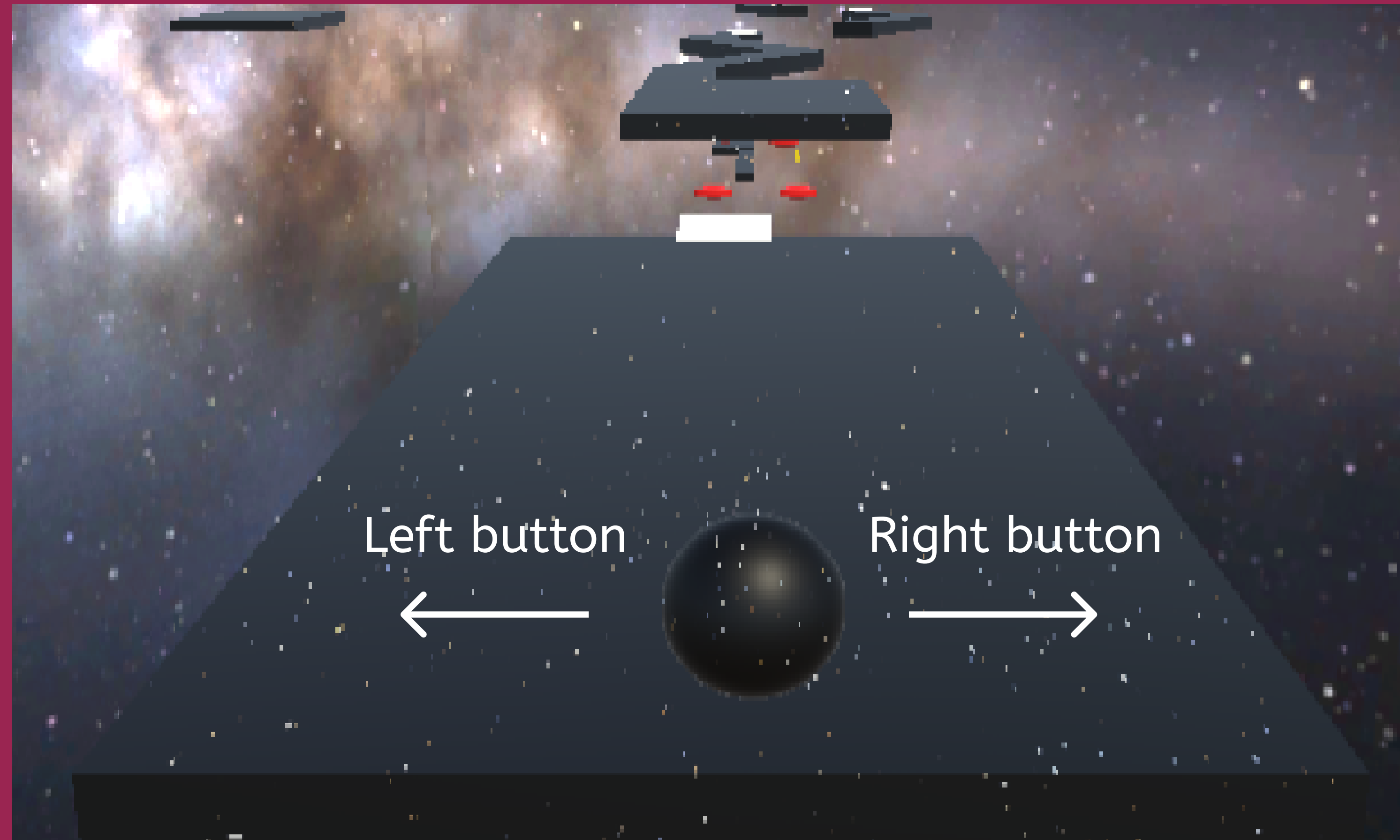
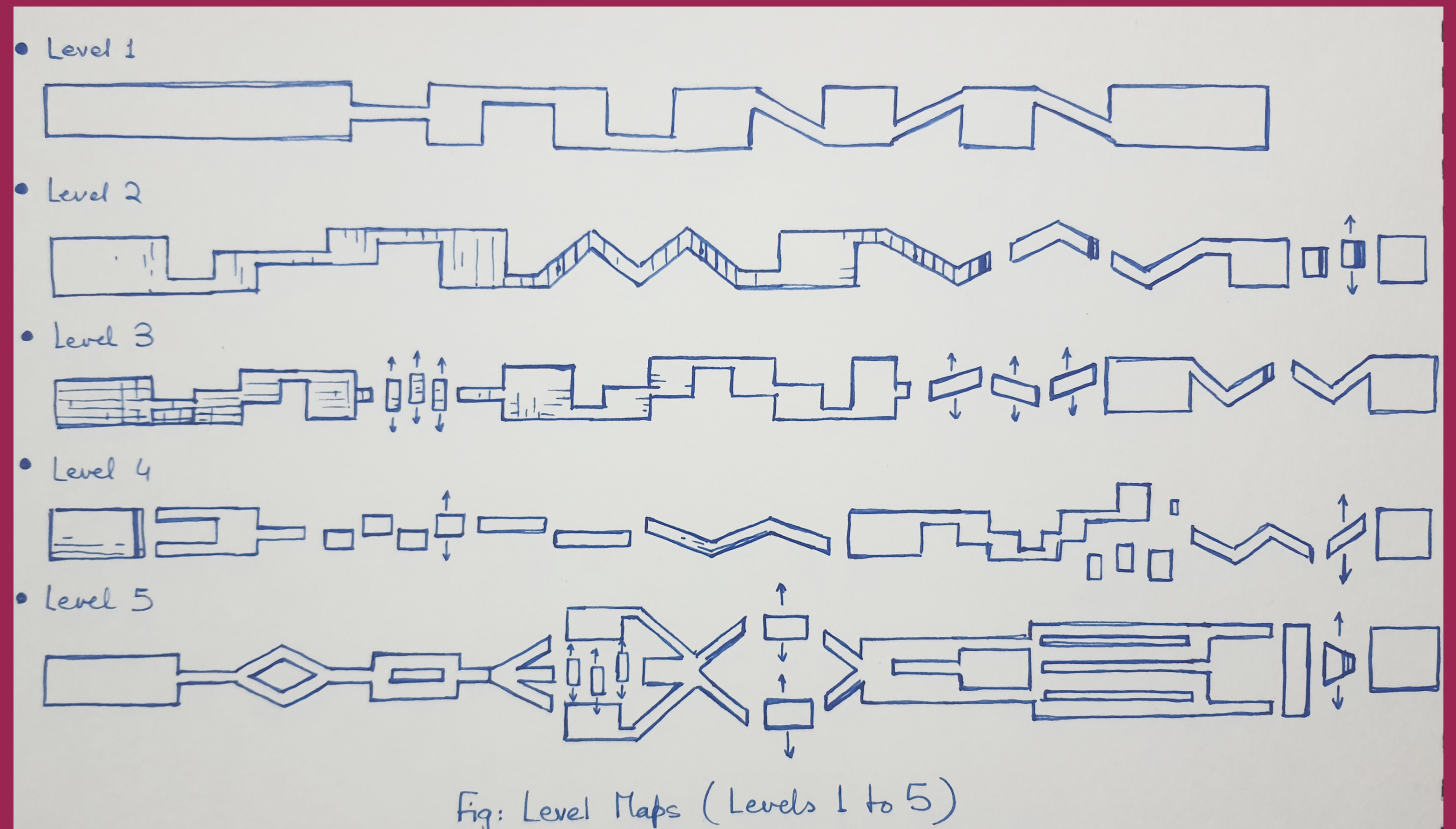


Fig: Screenshot from gameplay testing



# Levels

The leveling is intended to be a spontaneous experience where in the player object can be punished for errors and fall through the upper levels onto lower ones and then have to climb back up through progression.





**Thank you!**