

# CRAZY BABY RUN

## High level Game Design Document

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# Overview

Game Type: Free-to-play 3D endless runner/Tamagotchi hybrid

Platform: Android, iOS

Developed in Unity 4 Game

The player plays the role of an enigmatic hobo with a crazy sense of adventure, who recklessly runs in a city street pushing a baby in a stroller dodging incoming traffic, lamp posts and other hazards while grabbing food, coins and other items, so he can take care of his babies.

Inspired by others in the genre "endless runner" like Temple run and Subway Surfers, in which the player must evade obstacles by jumping and side-stepping while automatically running continuously and accelerating.

This game should separate itself from the lot with its original base concept, ludicrous baby customization and the need to take care of the baby from hunger and injuries to avoid permanent death.

\*Note: Values in time, multipliers, costs and points may need balancing. They are indicated here as a starting point.



*Subway Surfers by Kiloo*

# Mechanics (1/3)

## Manage and Customize Babies

The player must manage babies in the main menu in which he will patch up injuries, name new babies, customize and acquire new babies.

Customization is done by replacing a baby's lost limbs with items from the store (bought with coins) or picked up while running. Items varies from wooden table legs, tentacles, chainsaws, or just regular arms and legs.

Babies are acquired in 3 possible ways, adoption (costs coins), and procreation (cost nothing, but requires time for completion), and rarely while running (on average, once per 4 hours of running).

## Baby Injuries

On a crash, the baby can be injured on various degrees. Light injuries allow the baby to participate in other runs, but with higher risk of death.

Lost body parts will make the baby lose health progressively at a slow rate, until he is fixed. A player cannot run with a dead baby. In the case of a baby invalidity, the players have options offered to him, either to take another baby to quickly restart, to revive the baby or to get himself other babies.

## Running with a baby

The player runs with a selected baby in a stroller and tries to avoid obstacles while collecting various items. The baby reacts to physics after a collision and suffer damages according to the speed and location of the contact with other elements.

## Running with a cat

If the player has no living baby to run with, a temporary cat will be available, so the player can keep playing. The cat will randomly jump in the player character's face after x seconds preventing him from collecting items. The player then must make 5 consecutive moves (jump or side-steps) to make the cat go back in the stroller.

## Mechanics (2/3)

### Score

The score is calculated by distance multiplied by an increasing speed factor. It also increases by grabbing items on the run such as coins, food, powerups and other babies.


### Power-ups

Power-ups are temporary items used instantly when acquired while running.

- Speed boost; Accelerate the character's running and dashing speed (2X) and increases the number of coins, food and chances of special items during the active effect.
- Double and triple score multiplier; Temporary double or triple the score multiplier.
- Double jump; Allows the player to jump twice in a row.
- Invulnerability; The player's character can run in obstacles without being affected, the obstacles will be pushed above and aside from the impact.

# Mechanics (3/3)

## Hazards and obstacles

- Incoming vehicles; Cars, trucks, buses which can be jumped on and sometimes have items over them. This is an object that react to physics.
- Road barriers; Blocks the traffic as well as the player. This is an object that react to physics.
- Road sign; either security signs or ads. They are in the way on the side of the road, and have to be evaded.
- Ramps; Allows the player to go up on them and jump from a higher location. Items and coins are also on the ramps.
- Meteor; On advanced distance meteors start falling, the impact location is marked with a bright flashing overlay, then 1 to 3 seconds after a small meteor falls and explodes, projecting near physics objects on impact, and stopping the player if he receives a direct hit.
- Enemies; Goomba-like characters, need to be jumped on for extra points and occasional coins and items or be evaded as they can change lane. The player will be stopped after a collision. Enemies appear rarely in the beginning of a run and more frequently the further the player gets. This is an object that react to physics. 
- Enemy-Boss; Bigger and meaner version of the regular enemies. It moves following a pattern using the 4 lanes and foreground and background locations. The boss matches the player's speed and needs several hits (3 to 9) to be defeated. A new boss appears every 5000 points increasing in speed and resilience every appearance.

# Tamagotchi Gameplay and Menu Interfaces

## Main Menu

The main menu appears after the splash screens (TBD).

Options available are:

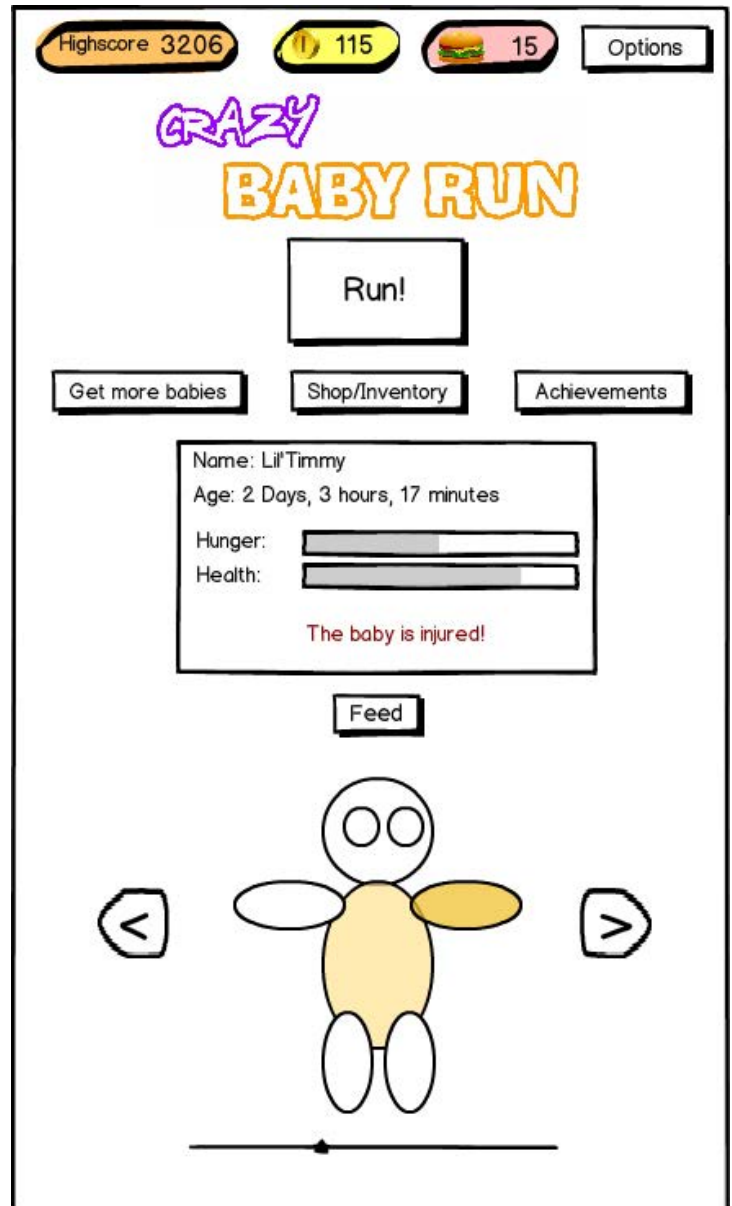
Run; to launch the runner game.

Options; with minimal control over the experience.

Get More Babies; to acquire or revive babies either by paying or waiting.

Shop/Inventory; to buy food, baby parts with coins or coins with real life cash.

Achievements; to see completed and incomplete achievements and their rewards.



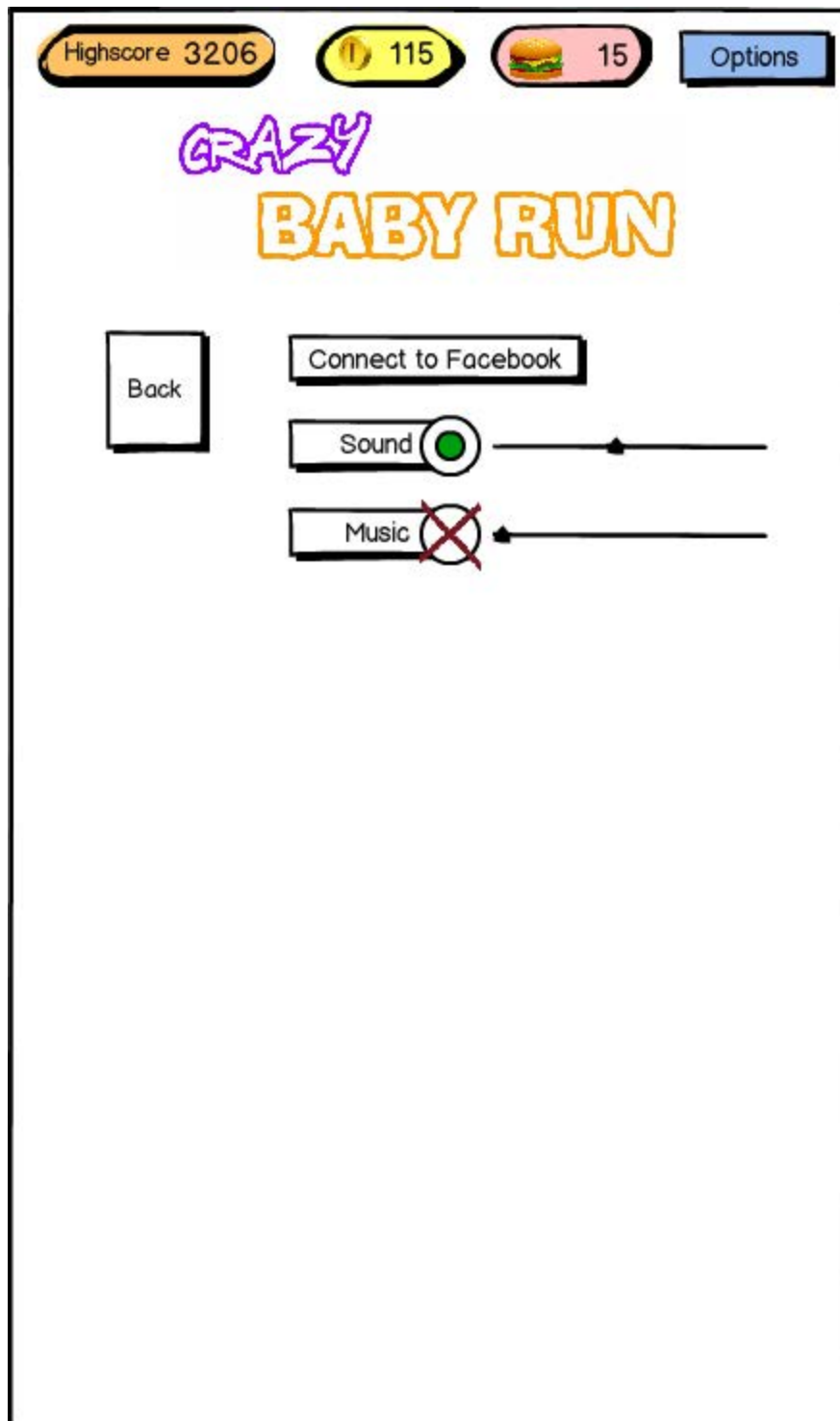
Feed; to lower the hunger meter and heal the baby of minor injuries.

A tourniquet allows to browse the available babies shown with a color code of the injuries.

A text alerting the player of the health status of the baby. If badly injured and missing a limb, a recommendation will be made to get a new part in the Shop/Inventory.

# Options

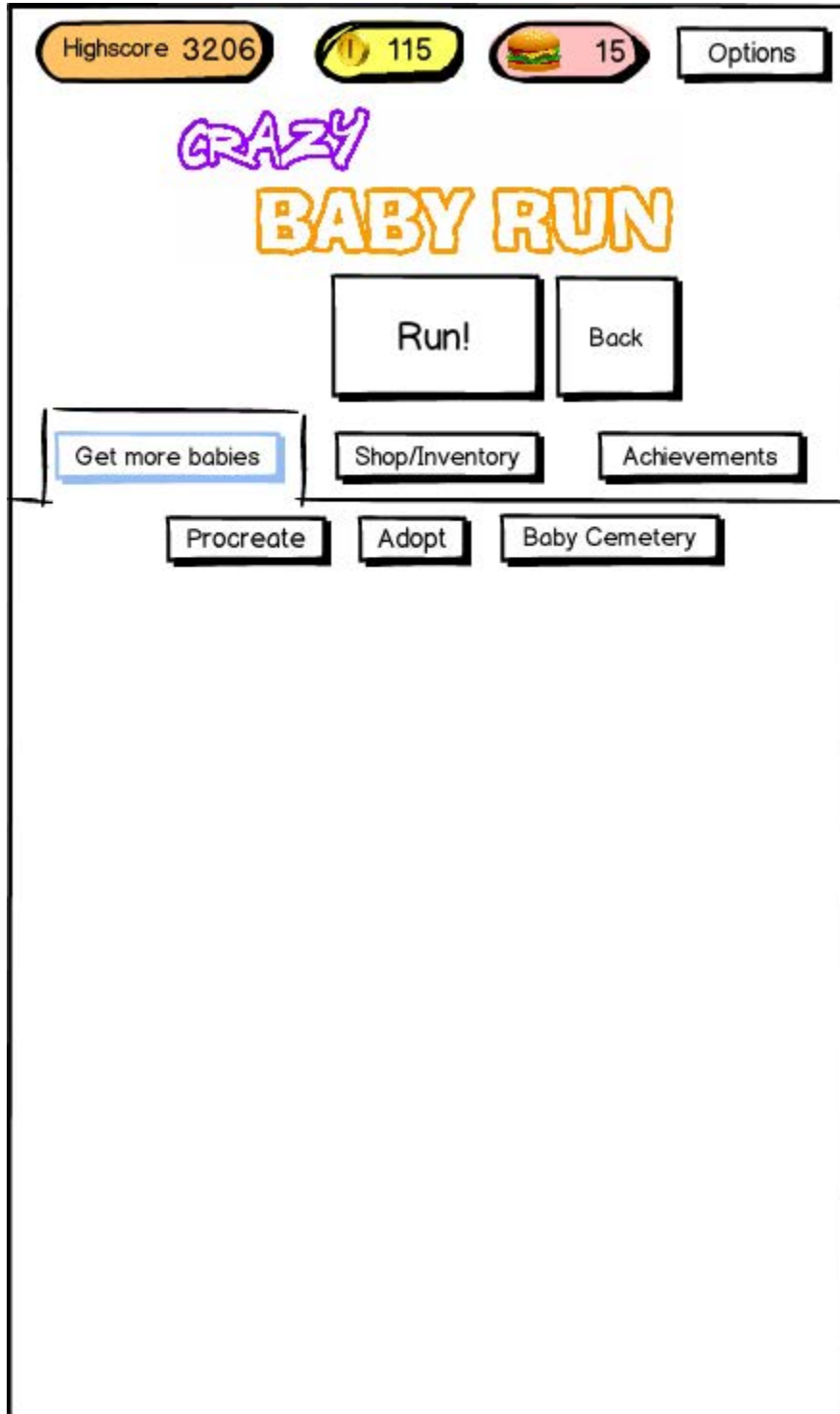
Screen to access basic options to disable/enable sounds and music and to connect to a Facebook account. The back button leads to the initial state of the main menu.





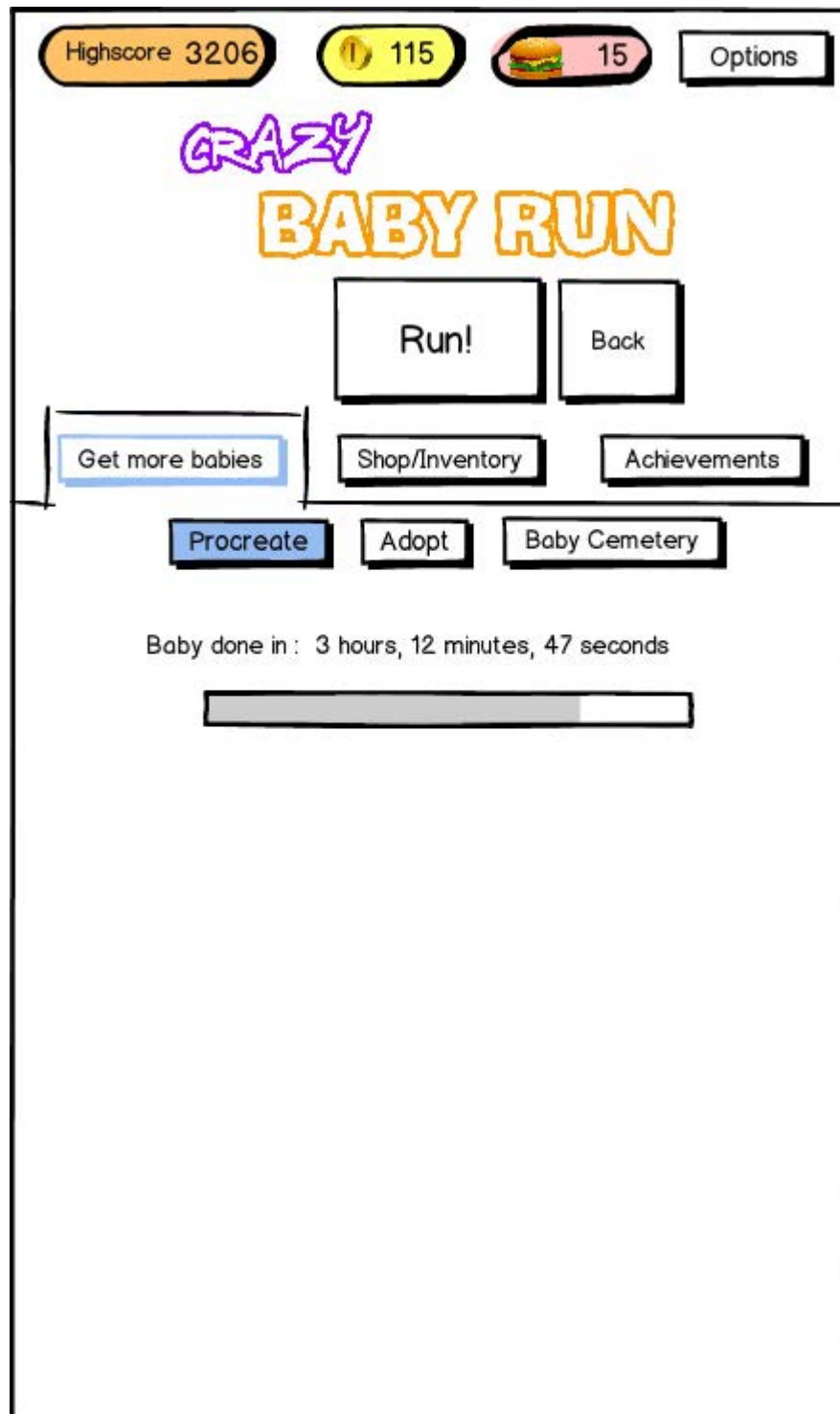
## Get More babies

Screen for acquiring new babies. It leads to 2 options, “Procreate” (a countdown-based option), “Adopt” (a quick buy option) and “Baby Cemetery” to see lost babies and revive them into a more fragile zombified version for a fee.



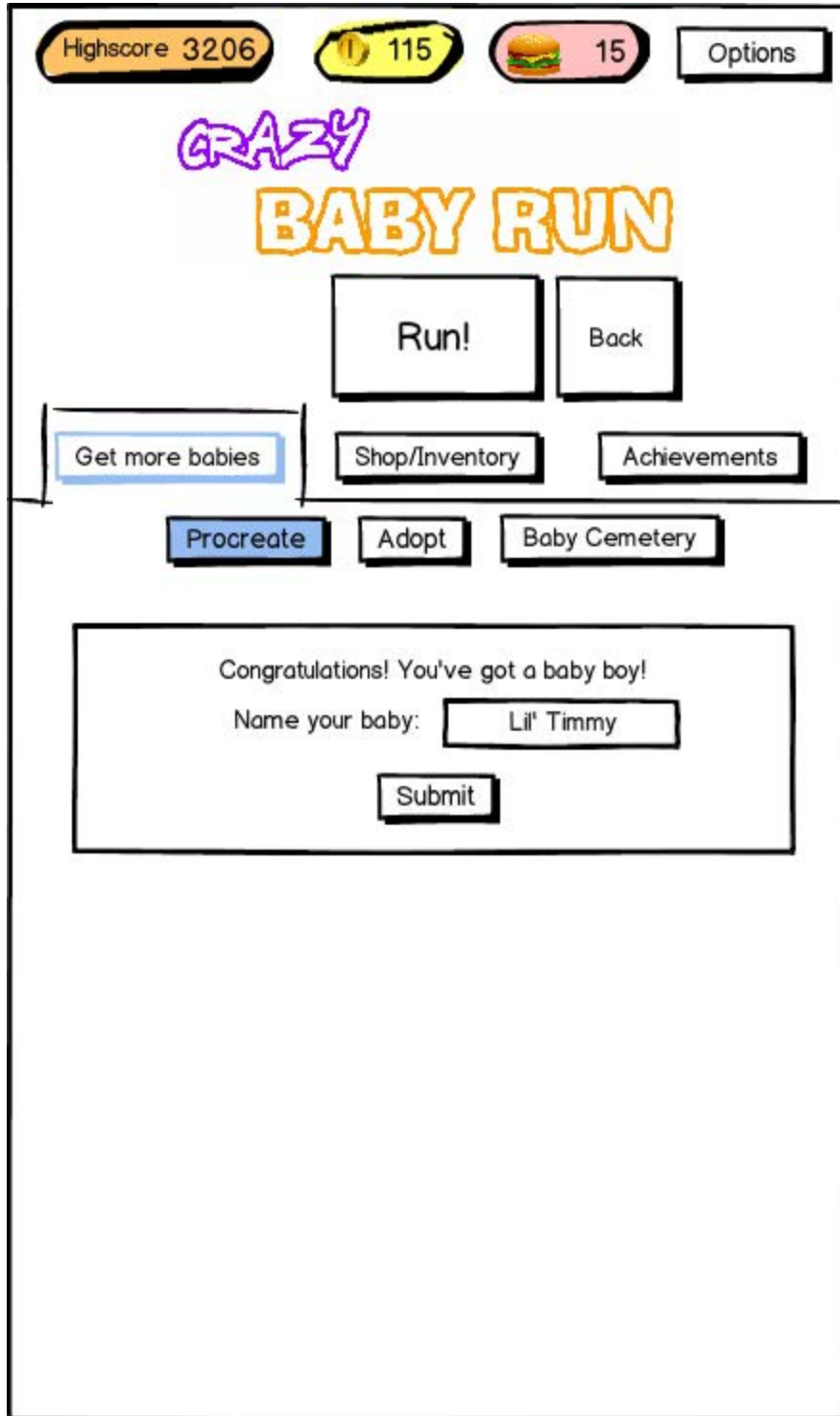
# Procreate

The procreate option will give a baby after 48 hours in real-time. Only 1 baby can be acquired in this way at a time.



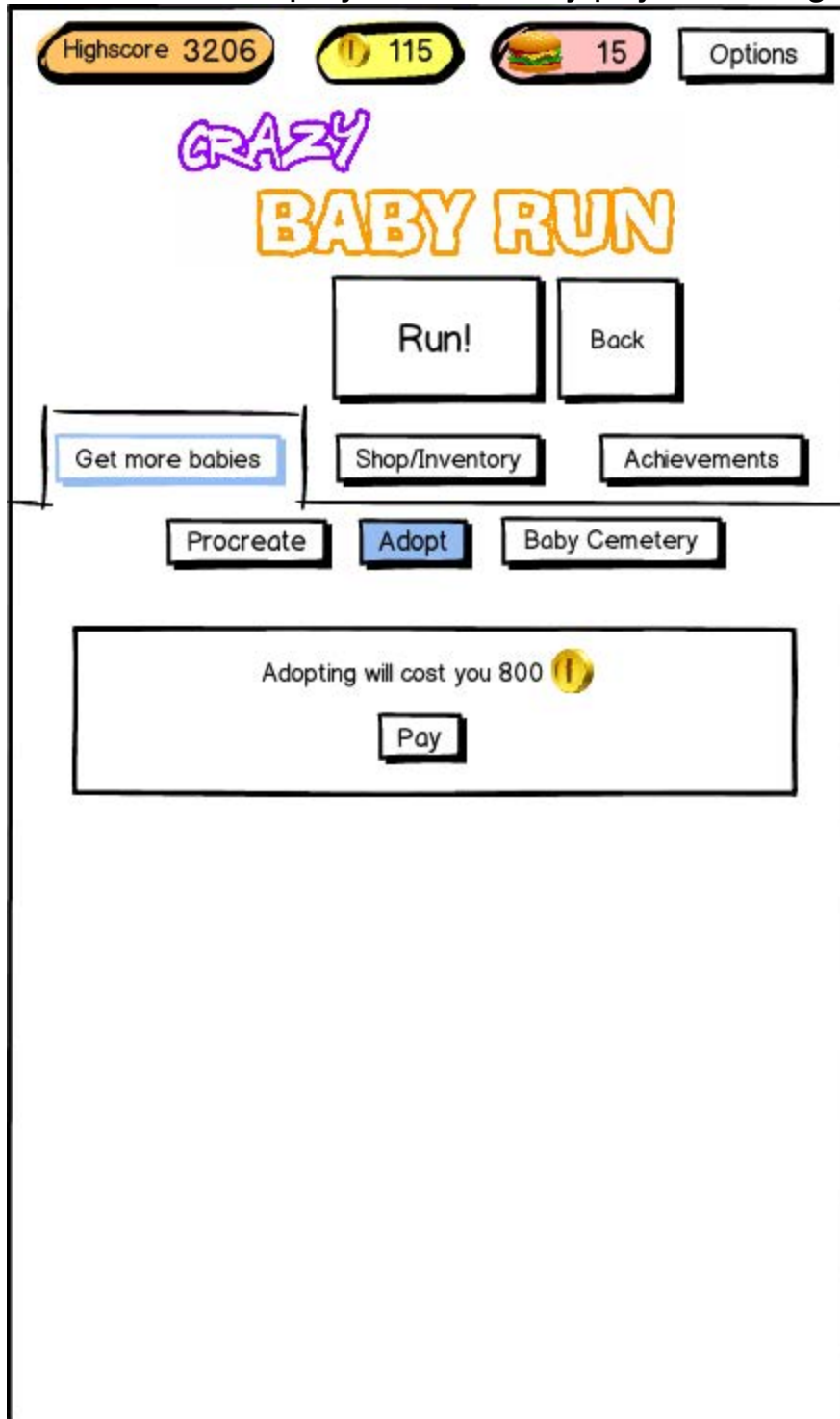
# Procreation Completed

After the procreation time, in this screen, a congratulating message and a prompt to name the baby appears. The baby's skin color and sexes varies randomly on creation.



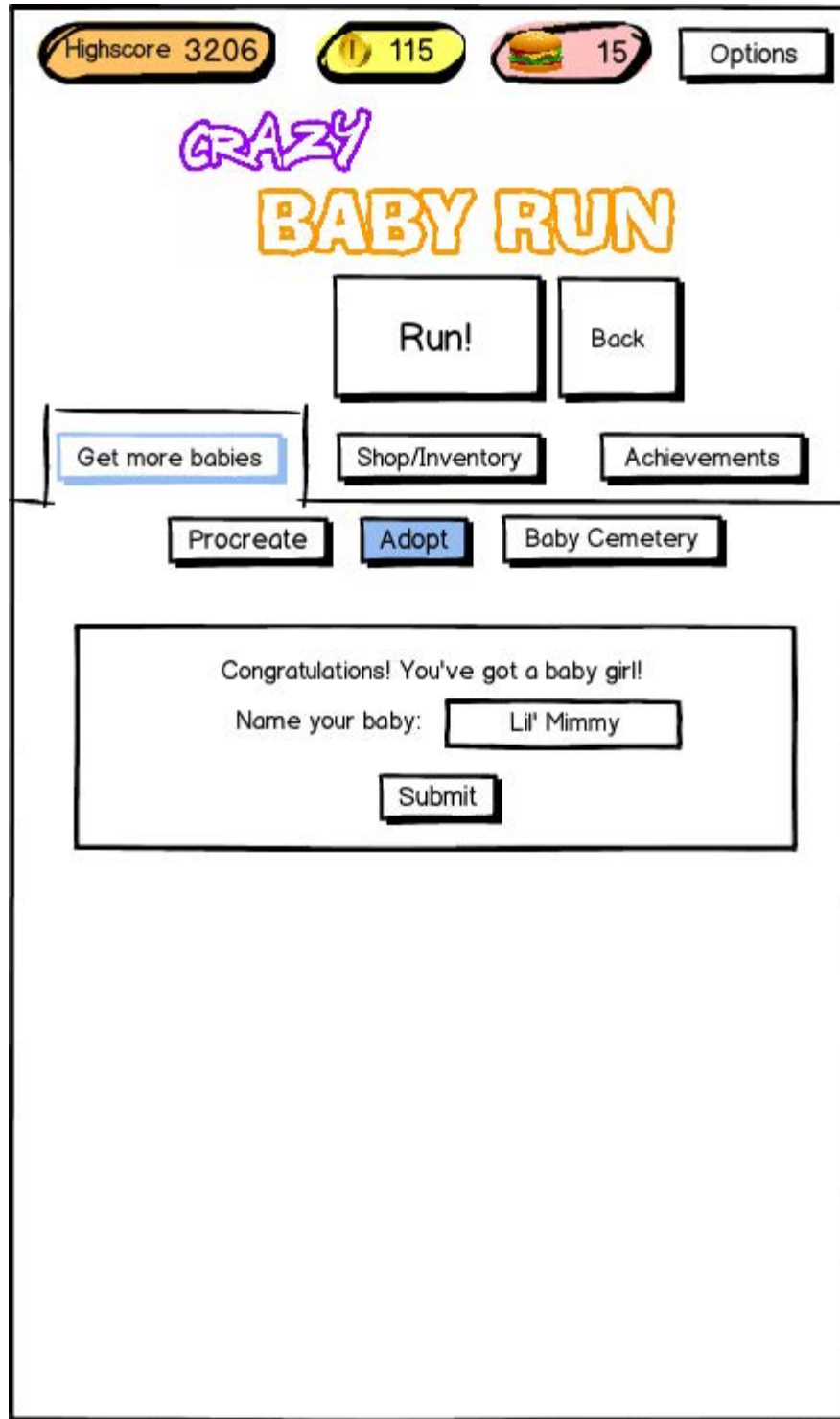
# Adopt

The adoption screen allows the player to instantly pay coins to get a new baby.



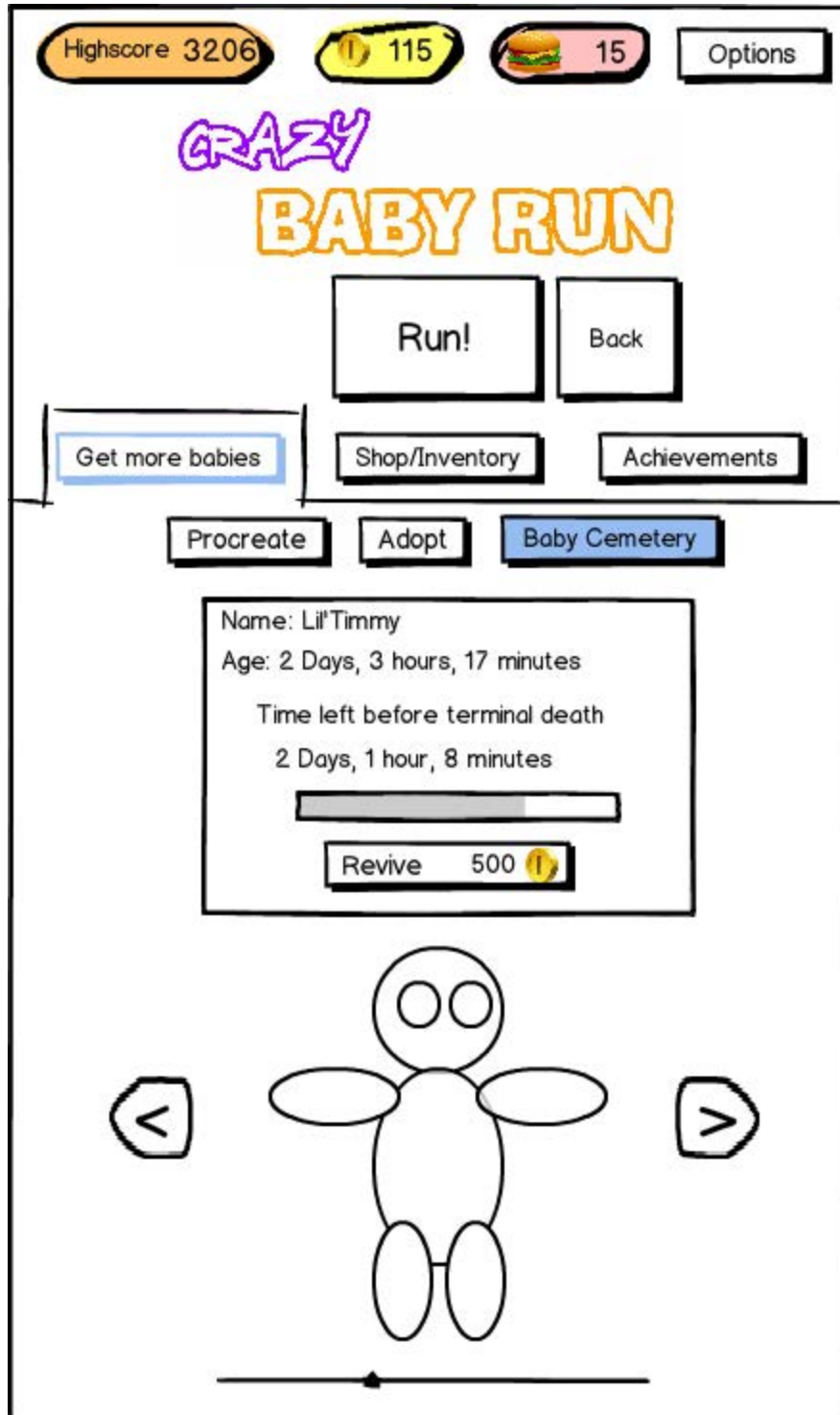
# Adopting Completed

After paying, a message for congratulating the player and a prompt to name the new baby appears. As with procreation, the gender and skin color varies randomly on creation.



# Baby Cemetery

The player has 3 days to revive a dead baby by paying with coins. The baby will then become zombified. A zombified baby part have 75% of health points compared to a regular flesh baby part. Decapitated babies cannot be revived.



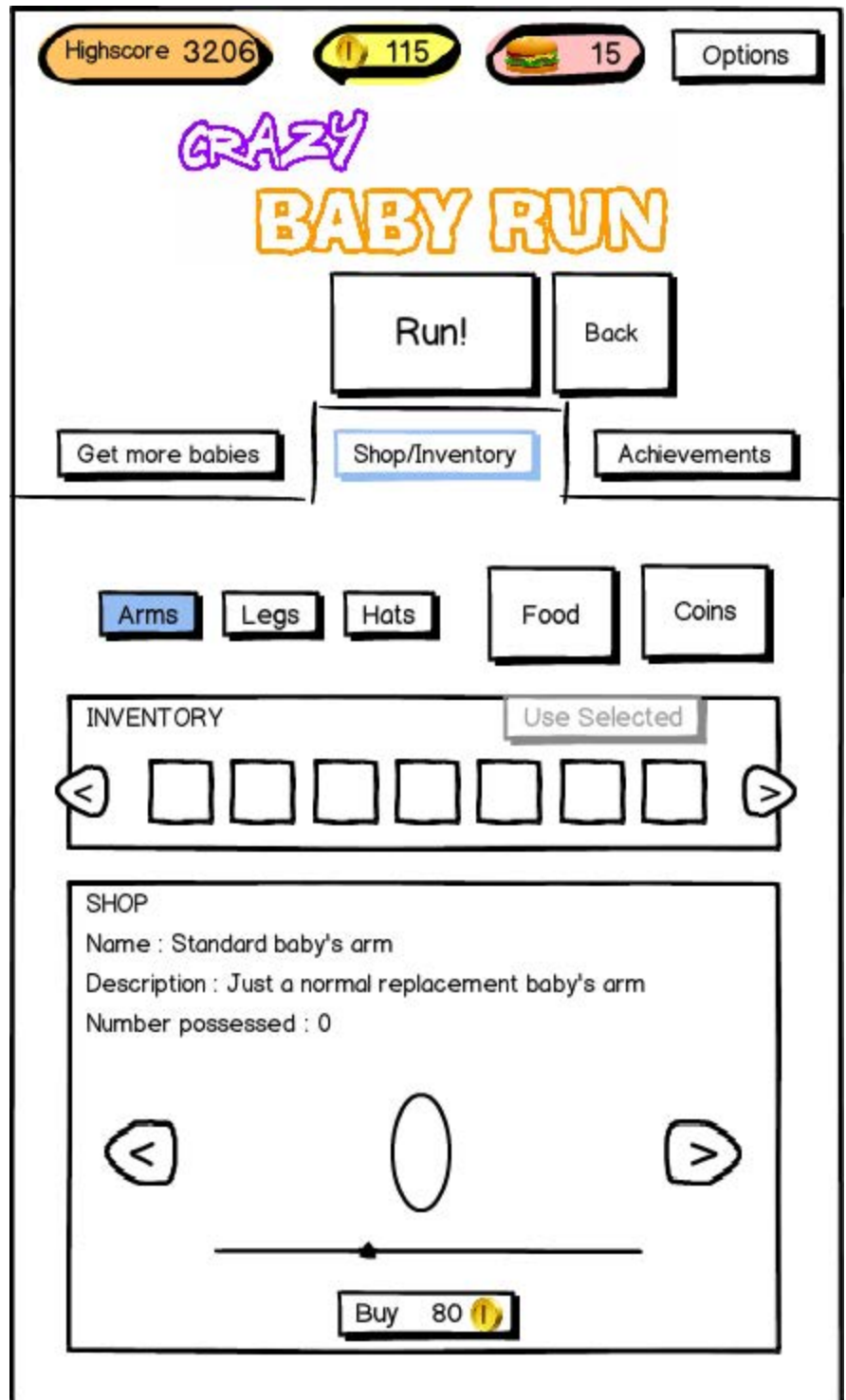
## Shop / Inventory - Baby parts

Baby parts can be bought to replace lost baby parts. Some baby parts have different attributes such as more weight and durability. (TBD)

Hats can also be bought to customize the baby's look and to provide more protection to the head.

An inventory allows to see what the player have in his possession for each types, arms legs and hats.

Food and coins can also be bought from this screen.



# Shop / Inventory – Food

Food is bought with coins.

The screenshot shows the 'Crazy Baby Run' game interface. At the top, there are three status indicators: 'Highscore 3206', '115' coins, and '15' food items. Below these is the game title 'CRAZY BABY RUN'. The main menu includes 'Run!', 'Back', 'Get more babies', 'Shop/Inventory' (highlighted), and 'Achievements'. The 'Shop/Inventory' screen is divided into categories: 'Arms', 'Legs', 'Hats', 'Food' (highlighted), and 'Coins'. The 'SHOP' section lists three food items for purchase:

Quantity	Item	Cost	Action
10		100	Buy
100		1000	Buy
500		4800	Buy



# Shop / Inventory – Coins

Coins are bought with real life currencies.

The screenshot displays the 'Crazy Baby Run' game interface. At the top, there are three status indicators: 'Highscore 3206', '115' coins, and '15' burgers. Below these is the game title 'CRAZY BABY RUN' and buttons for 'Run!' and 'Back'. A navigation bar includes 'Get more babies', 'Shop/Inventory' (highlighted), and 'Achievements'. The 'Shop/Inventory' section has sub-categories: 'Arms', 'Legs', 'Hats', 'Food', and 'Coins' (highlighted). The 'SHOP' section lists three coin purchase options:

Coins	Price	Action
2,000	0.99\$	Buy
25,000	8.99\$	Buy
100,000	39.99\$	Buy

# Achievements / Leaderboard

Progression for achievements are displayed along with the rewards for completion. Completed achievements are indicated with a full bar, a green color change and a crossed reward.

The leaderboard is displayed and shows by default the player's position.

The screenshot shows the game interface for 'CRAZY BABY RUN'. At the top, there are three status indicators: 'Highscore 3206', '115' (with a coin icon), and '15' (with a burger icon). Below these is the game title 'CRAZY BABY RUN' in stylized purple and orange text. There are two main buttons: 'Run!' and 'Back'. Below these are three smaller buttons: 'Get more babies', 'Shop/Inventory', and 'Achievements' (which is highlighted in blue).

The 'Achievements' screen is active, showing a list of achievements with their progress bars and rewards. The 'Rewards' column is highlighted. The achievements are:

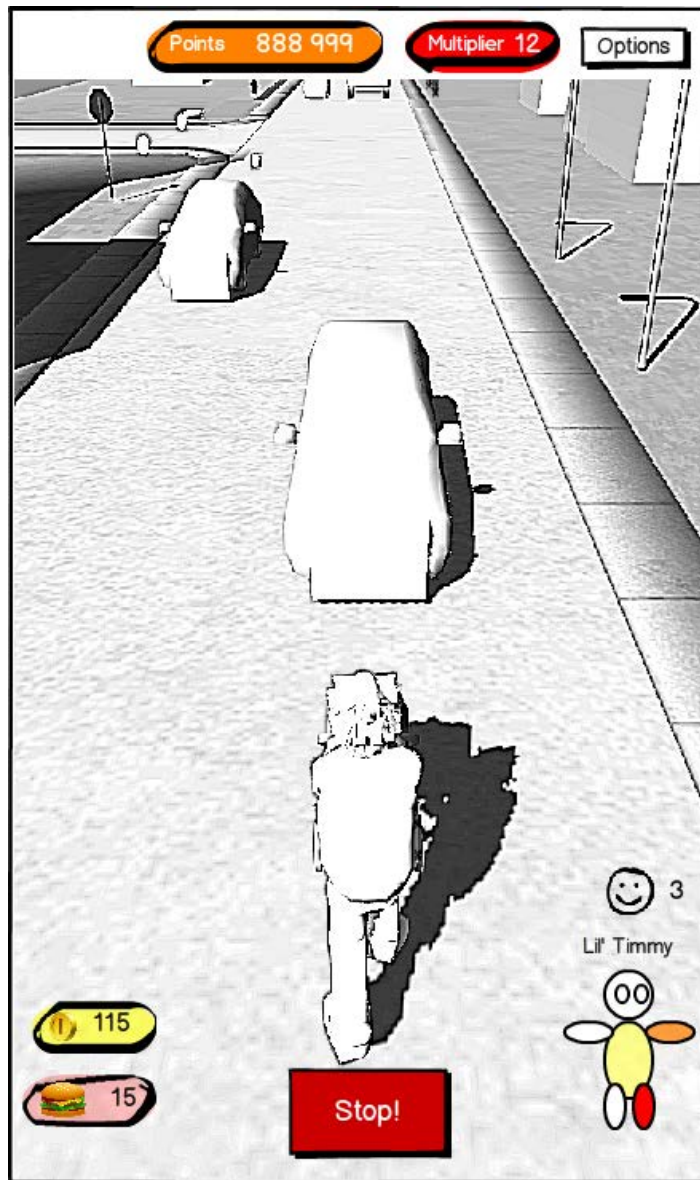
Achievements	Progress	Rewards
Reach x10 points multiplier	10/10 (Full green bar)	500 (Crossed out)
Get 10,000 Points	7,398 / 10,000 (Orange bar)	500 (Coin icon)
Travel 10,000 meters	6,118 / 10,000 (Orange bar)	1500 (Coin icon)
Don't crash for 3 minutes	2:15 / 3:00 (Orange bar)	1000 (Coin icon)
Jump on 20 bus	16 / 20 (Orange bar)	500 (Coin icon)

The 'Leaderboard' screen is also visible, showing a list of friends and their points. The player's position is highlighted in green.

Friends	Points
#3 Lili	12,687
#4 Momo	7,399
#5 Jane	6,006
#6 Joe	4,817

# Runner Gameplay Interfaces

## Running



Coins  
Food  
Stop button

Points  
Points Multiplier  
Options button

Number of babies left  
Current baby's name  
Health Status

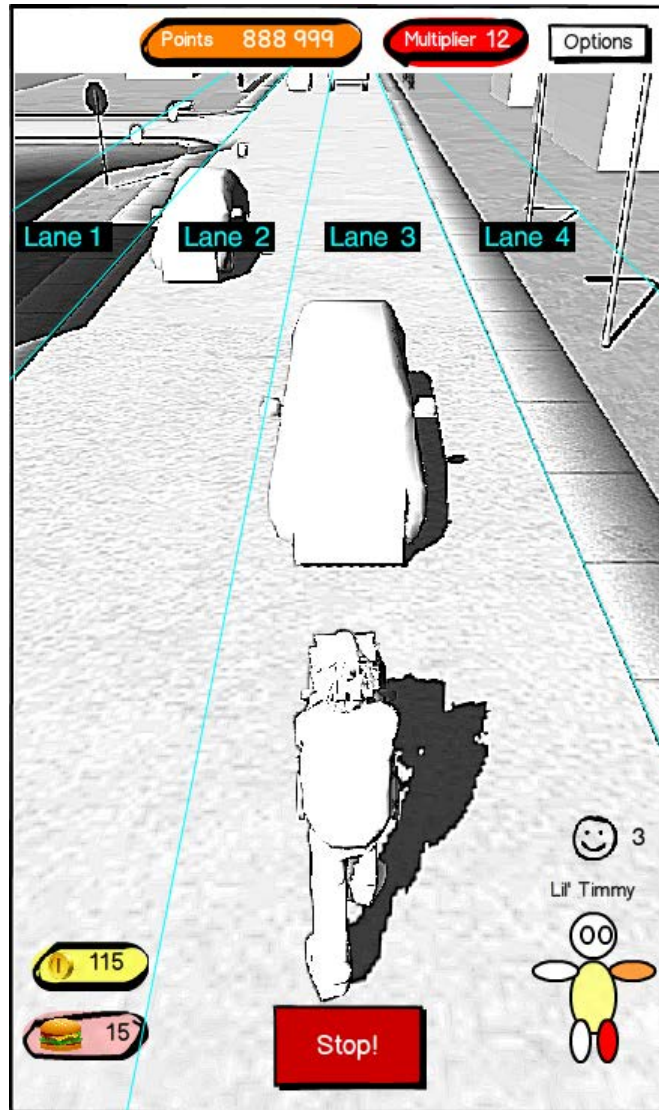
# Controls



Swipe left:  
Move to left  
lane



Swipe right:  
Move to right  
lane



Swipe up: jump



Swipe down  
(while  
jumping): drop  
down faster

There are 4 lanes in total. The player starts randomly in lane 2 or 3.

Running is automatic and accelerates over time.

Higher speed and power-ups increases the points multiplier.

# Options menu - Paused

The "Options" menu accessible from the top right of the screen will pause the game and offer the possibility to go back in the main menu as well as seeing achievements and leaderboard and options.

