

Bilolo Games

Game Design Document



Temporary Key Visual

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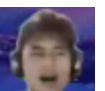
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Author's Note

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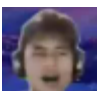
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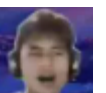
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The Game

Game Name: Glide or Crash

Genre: Indie, Endless Runner/Glider

Game Statement

“**Glide or Crash**” is an 3D endless gliding experience set within a magically shifting Filipino ancestral house. For the PC platform (possibly even mobile). Players drift through its halls, rooms, and rooftops, gracefully dodging antique obstacles as the speed rises. One crash ends the journey challenging players to glide farther with every attempt.

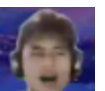
Game Elements

Core game mechanics that generates the play factor.

- Gliding smoothly through an infinite environment.
- Dodging obstacles.
- Navigating, Shifting hallways and rooms.
- Reacting quickly to increasing speeds.
- Chasing high scores based on distance travel.
- Glide nearby obstacles to get bonus points.

Aesthetic elements.

- Procedurally generated play area.
- Filipino style structures.
- Filipino inspired original soundtrack.
- Maybe even voice acting?



Technical Specs

Technical Form:

3D – Game objects and environments are modeled in three-dimensional forms.

View:

Third-Person Perspective – The camera is placed behind, slightly above the gliding character. The camera dynamically moves based on player input. It is designed to have a cinematic effect, wherein banking left or right or moving up and down causes the camera to be offset smoothly.

Platform:

Windows (Could be ported to Android too)

Language:

C#

Device:

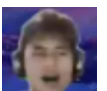
PC (Maybe mobile too)

(Supports mouse input & Controller)

Gameplay

Core Gameplay Summary

The player glides endlessly through a magically shifting ancestral Filipino house. The movement is constant and forward; the challenge is in dodging obstacles while the speed gradually rises. A single crash ends the run.



Gameplay Outline

Opening the Game Application

Logo → Title Screen → “Tap to Start”

Game Options

- Sensitivity
- Graphics quality (idk how to do this)
- Sound/Music toggle

Story Synopsis

A wandering spirit that refuses to leave the world. As punishment she was sent to an eternal torment of flying and being turned into paper. (Just an Idea by [I]ndex)

Modes

- **Endless Mode** (main mode)
- *(Optional future)* Time Trial, Challenges

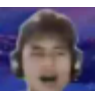
Game Elements

- Gliding
- Dodging
- Shifting rooms
- Increasing speed
- Procedural generation
- *(Optional future feature)* Voiced dialogue
- *(Optional future feature)* Pickup powerups.

Game Levels

Technically one infinite level, but composed of:

- Hallways
- Rooms
- Rooftops



Player's Controls

- **Mouse (PC)** – Mouse input.
- **Swiping (If ported to mobile)**
- **Controller**

Winning

There is no final victory; success is measured by **distance traveled**.

Losing

Hitting any obstacle causes an instant crash → Game Over.

End

Player sees score, best distance, and a restart button.

Why is This Fun?

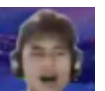
Because gliding feels soothing...

Because sudden obstacles spark reflex excitement...

Because every run is different, and mastery always invites “just one more.”

Key Features

- **Endless Glide Movement** – unique twist on the endless runner formula
- **Filipino Cultural Aesthetic** – capiz windows, antique furniture, bahay kubo architecture
- **Procedurally Shifting House** – every run feels alive and unpredictable
- **Simple Controls, High Skill Ceiling**
- **Dynamic Speed Increase**
- **Atmospheric Soundtrack Inspired by Filipino Instruments** (optional)



- **Quick Restart for Fast Game Sessions**
-

The Design

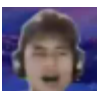
Design Guidelines

- **Technical Guideline**

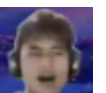
- Utilize the unity Input System for easy & simple controls setup.
- Maintain a graceful, flowing feel to the gliding movement.
- Use somewhat realistic physics.
- The character will always have forward momentum.
- Difficulty can be dynamic based on player action high risk high reward.
- No Main Menu scene. Everything is in 1 single scene
- Panoramic Main Menu Background.
- *(Optional future feature)* Cosmetics shop.
 - Skins
 - Trails
- *(Optional future feature)* Utilize *state machines* for movement animations.
- *Optional future feature for player modifications:*
 - Load JSON files at runtime and use it instead of hard coded values, Examples: Character stats, Power ups, Level data, etc.
 - Detects custom folders. ex:
/GameName/Mods/ExampleMod/items.json, enemies.json, textures.png
 - Allow overriding default assets

- **Art Direction Guideline**

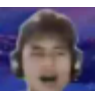
- The game objects must feel Filipino and antique.
- Anime style character but Filipino.
- Low poly counts obstacles.
- Baked textures
- Utilize OmniShade shader.
- Lighting will utilize LOD.



- o Dark void themed Skydome.
 - o Keep character trails simple.
-



Game Flowchart



Player Definition

Basic Player Description

- An anime style waifu. But her figure is of paper (Strinova).
- Paper like animations.
- Cute...?

Actions

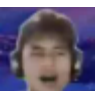
- Move Left/Right
- Ascend/Descend
- Accelerate
- Slow down
- Special gliding abilities (*Optional future feature*)

Health

- 1 HP, any collision is a game over.

Player Properties

Property	Description	Feedback
Speed	Increases over time	Camera shake, motion blur increases, subtle pitch rise in wind sound
Glide Control	Responsiveness of movement	Character lean animation, swoosh sound
Distance	Score based on total travel	Distance counter on UI
Collision	Player hits object	Crash animation, sound, fade to Game Over
Graze Distance	Closeness to an obstacle	Give points multiplier.



Player Rewards

(Optional but I'd recommend it because we don't have many gameplay features)

- **Wind Orbs** – slight burst of speed.
 - **Phantom Grace** – removes collider temporarily 7 seconds.
 - **Lantern Sparks** – increase score multiplier for a short time.
 - **Feather Slip** – boosts glide maneuverability temporarily.
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User Interface (UI)

PC

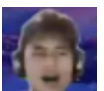
- **Mouse controls, left and right mouse buttons**
- Controller **left joystick, L1, & R1**
- **Space** – to pause
- Simple centered main menu options.
- Panoramic main menu background.
- Clean stylized menu buttons.
- Minimal HUD
- Easy to read fonts.

Mobile (If ported to mobile)

- Swipe Left/Right/Up/Down
 - Tilt mode *(optional feature)*
 - On-screen pause button.
 - Minimal HUD
-

Visual Design Board

Insert Design Board Here



Game Lore

“The Mother of Songbird soared into a righteous flight, yet fell tragically from her divine grace... Such is the price for committing a Great Sin.”

“As she flies across the moving Payags and Kamaligs, she notices something amiss within this hellish landscape. But as soon as she breaks off, she hears a voice. Faint, yet she knows it belongs to someone she knows.”

(Insert daughter singing lyrics getting stronger and more audible)

“This voice... Lyra? Lyra!”

Condemnation of Silence

The good and righteous are sent to the Maca, while the sinful are damned to the world of Kasanaan.

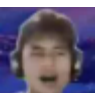
Throughout her life, Avalyn and her mother have committed a *Sin of Silence*. For always staying mute in times that they were needed, choosing to be quiet when questioned of their nature. For her, this came into a form of punishment in the Kasanaan, for whenever Avalyn tries to shift to her bird form she's instead weighed down by her guilt and regrets, turning her into thin paper. Not only was Avalyn condemned for her silence, she went against their nature and took her daughter's life. This ultimately guaranteed her personal hell.

Only Lyra was able to break through this repeated mistake in their family, and was sent to the Maca.

Quick Summary

The Passerines are an Avian race dedicated to preserving the sacred life of the archipelago. They carry the bloodline of the Great Passerines who bestowed them the ability to shift between Human and Bird forms. As time passed by, their numbers significantly dwindled.

They are restricted to the preservation of life. Taking life violates their nature and warrants them a guaranteed trip to the *Kasanaan* on their death bed, a hellish underworld that revolves around the person's personal grief and trauma.



Avalyn and her daughter, Lyra, are the only descendants left from the bloodline blessed by the Ibong Adarna. However, their story met an unfortunate end when a splintered faction of Shamans from a local tribe took advantage of a catastrophe and engaged in a ritual involving them.

In the end, Avalyn paid the ultimate price and killed her daughter. It was the only way to prevent a great evil from ever returning. She is now trapped in her own personal hell that constantly plays out her daughter's voice and her past trauma.

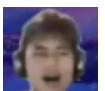
Lore References(WIP)

The Minokawa is a gargantuan, dragon-like bird in the mythology of the indigenous Bagobo people of Mindanao, Philippines, primarily known for its role in causing solar and lunar eclipses by attempting to swallow the celestial bodies. The myth serves as an origin story for eclipses and a warning against cosmic imbalance and the potential end of the world.

The Eclipse (The Act of Swallowing): The creature lies in wait to seize the moon or the sun on their journeys. When it swallows one of these celestial bodies, the world is plunged into darkness, which is the explanation for an eclipse.

Averting "Death": The loud noise created by the people causes the Minokawa to look down in astonishment and open its mouth to hear the sound, at which point the moon or sun escapes and runs away. This act of collective action and noise prevents the apocalyptic "death" of the world and humanity.

The Limokon legend is a significant Philippine folktale, especially among the Mandaya people, explaining the origin of humanity from two eggs laid by a powerful, talking dove (the limokon) that hatched into the first man and woman, who then met, married, and populated the land along the Mayo River, with the limokon also acting as an important omen bird signaling fortune or danger through its calls. The Limokon legend is a significant Philippine folktale, especially among the Mandaya people, explaining the origin of humanity from two eggs laid by a powerful, talking dove (the limokon) that hatched into the first man and woman, who then met, married, and populated the land along the Mayo River, with the limokon also acting as an important omen bird signaling fortune or danger through its calls.



The Toglivon (Philippine Eagle) is indeed a sacred messenger in Obu Manuvu culture, symbolizing strength, leadership, and a link to the supreme being, Manama, guiding them and protecting their ancestral lands, which naturally ties into conservation as protecting the eagle means preserving their spiritual heritage and home, as seen with leaders like Julito Ahao dedicating lives to its protection through community-based efforts like Bantay Bukid (forest guards).

<https://www.equatorinitiative.org/2020/04/24/solution11483/>

Inabal weaving is a traditional handwoven textile art of the Bagobo-Tagabawa people of southern Mindanao, Philippines, known for its intricate geometric patterns made from abaca fibers using the ikat technique. This sacred and symbolic textile was traditionally used for nobility, spiritual purposes, and protection, with natural dyes and unique designs. Weavers meticulously create these pieces, which can take months to complete, and its preservation has been championed by artists like Salinta Monon, a National Living Treasure awardee.

