

Action Hero Design Document

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Overview

Action Hero is an endless runner game that incorporates third person shooter aspects by letting players control a reticle at all times. The player is an action hero trying to escape from an endless maze that tests all of their skills. From sliding, jumping, to sky-diving, an action hero must perform all of these tricks with style! The maze will punish the hero even if they make one simple misstep. There is no life system or health bar. Tripping on an obstacle, not dodging on time, or not destroying an enemy fast enough could result in Game Over! The longer the hero goes without dying, the harder it becomes, but that also means they are racking up points and obtaining new weapons at the same time.

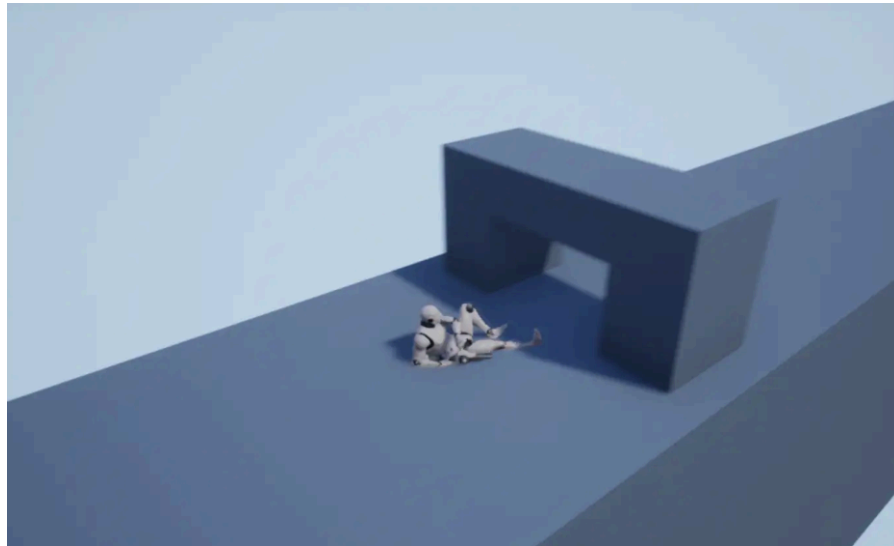
Inspiration

- Temple Run
 - Temple Run is a endless runner classic that rewards fast reactions and incorporates a stunning gameplay environment
 - I want to incorporate the same fast paced gameplay Temple Run provides but also allow more mechanics than just jumping and sliding
 - The straight forward coin collection system will be implemented on top of rewarding players with points every second they survive



- Endless Runner Template by PhoenixMarket
 - This project is developed using the Endless Runner Template as a base

- This template includes tools that I can use to create new obstacles and enemies, as well as provide existing obstacles
- The template was originally in a bird's eye view with a separate gamemode for shooting, but it was changed by me to be third person from behind the player pawn, and the shooting mode was incorporated into the running mode.



Platform

What Platform is Action Hero Going to Be On?

Action Hero is currently being developed on Unreal Engine 4.26.2 for the PC platform. There are no current plans for it to be ported to mobile as most of its controls require a keyboard and mouse.

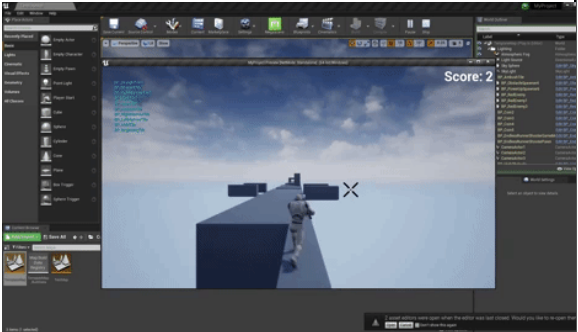
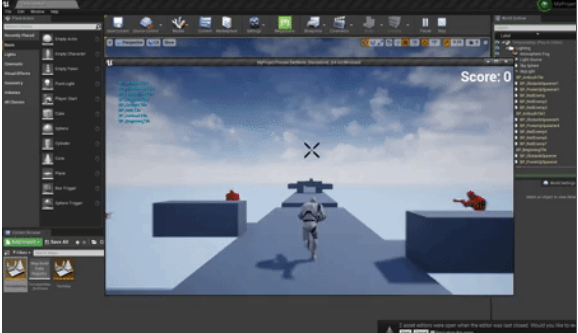
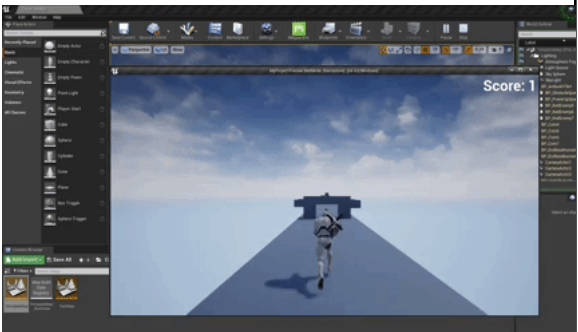
What is the Target Audience For Action Hero?


Action Hero is currently targeted for all ages, specifically those that are looking for a game that's quick to play and has little commitment. The game does require an internet connection to download and a computer, with keyboard and mouse, to play. Distribution of the game will be handled by the indie game marketplace itch.io.

Features

Movement

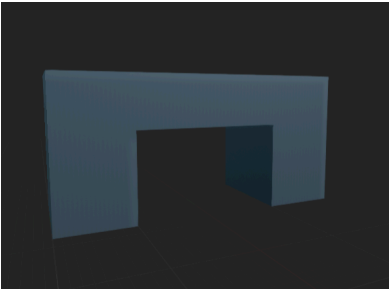
An action hero must be an athlete! They can jump high, slide smoothly, and navigate through obstacles with ease. These are the tools that he will need if he wants to survive this unforgiving endless maze.

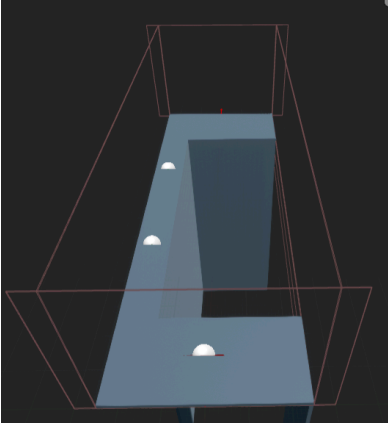
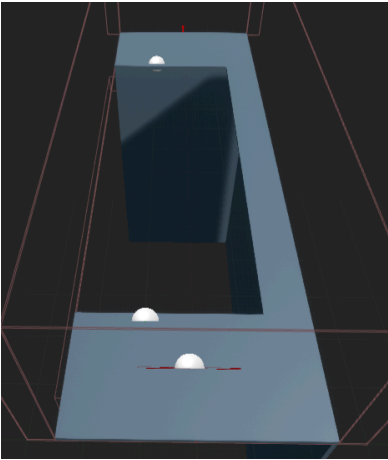
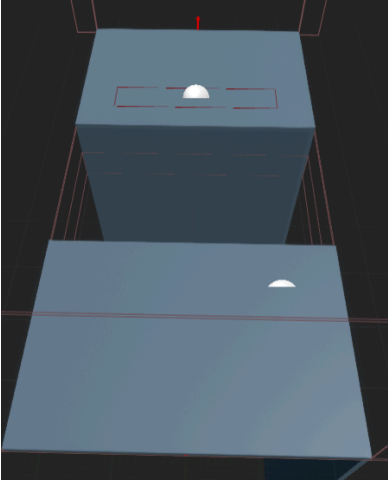
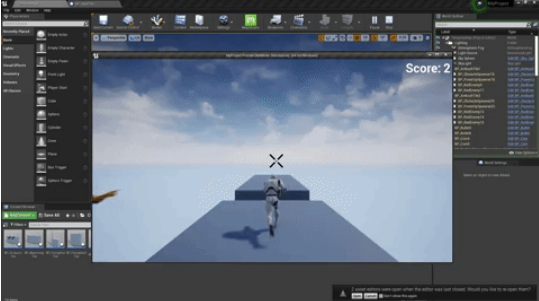
Movement	Function	Image
Left/Right	The action hero pawn will move on its own, but it's the player's job to move them left and right using the keyboard keys: A & D	
Jumping	<ul style="list-style-type: none">• Jumping is binded to the Space Key• Used to jump over gaps	
Sliding	<ul style="list-style-type: none">• Sliding is binded to CTRL or S• Sliding is used to slide under obstacles	

Shooting	<ul style="list-style-type: none"> • The shooting key is binded to Left Mouse Button • Players are able to shoot at incoming enemies for extra points • Players will be able to shoot at all times 	
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Obstacles

The maze contains all types of dangers! These are the obstacles that will stand in the Action Hero's way. They will have to jump over ravines, slide under low arches, and free fall in spiked water falls.

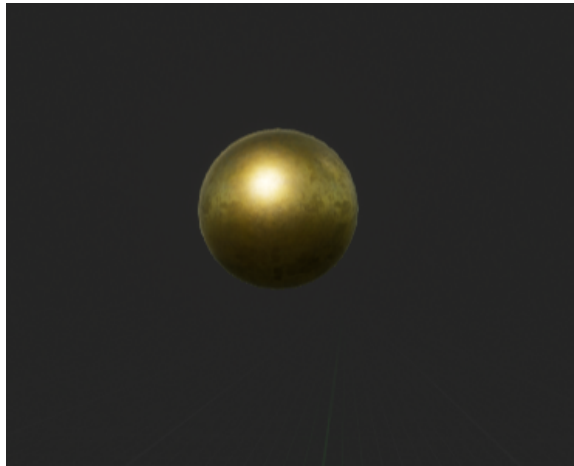
Obstacle	Function	Image
High Obstacle	The player will need to slide under this obstacle	

<p>Left Narrow Obstacle</p>	<p>The player will need to navigate left to avoid falling</p>	
<p>Right Narrow Obstacle</p>	<p>The player will need to navigate right to avoid falling</p>	
<p>Ravine Obstacle</p>	<p>The player will need to jump over the hole</p>	
<p>Freefall Obstacle</p>	<p>Players will have to navigate left or right to avoid the spikes in freefall</p>	

Points System

The longer the hero survives, the more points you rack up! There are two ways to measure a player's "success" within the game, the amount of coins they obtain and the amount of points they have.

- Coins
 - Coins are a way to incentivize players to interact with the movement mechanics of the game
 - Coins will be placed in hard to reach areas where players will have to go out of their way to obtain
 - Once they've reached a certain amount of coins in a run, their guns will be upgraded



- Points
 - Points are the natural way to measure a player's success in a run
 - Points will be added every second a player stays alive in the run
 - Points will also be added every time a player destroys an enemy

Progression

The maze never ends and the longer the Action Hero survives, the harder it becomes for them to stay alive!

- Every 30 seconds a player survives, the speed of the character will increase by 3% to increase difficulty
- Every 20 coins the players collect, their gun will automatically upgrade to a stronger one

- 0 Coins: Base Rifle (Single Fire)
 - 1 Round/s
- 20 Coins: Dual Pistols (Single Fire)
 - 2 Rounds/s
- 40 Coins: SMG (Automatic)
 - 10 Rounds/s
- 60 Coins: Assault Rifle (Automatic)
 - 15 Rounds/s

Enemies

Any good Action Hero requires villainous minions to stand in their way!

- There is only 1 enemy in this game and it's the minion
- Their HP will be randomized from 1 HP to 5 HP
- They will spawn randomly on the map, either behind obstacles or in the air
- Their spawn rate will be limited to 3 per tile

