Game Idea Proposal: Soaper Duck

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Endless Runner

- 2.5D bathroom world
- Track procedurally generated
- Main theme revolves around sliding on soap and water mechanics
- A soon to be moist world

Essential design elements

- Endless Track Generation

- Driving Controls

- Duck that can shoot water

- Triggers, Switches, Power ups

- Enemies

"Big Idea" Bullseye

Soap mechanics
- Making ground in front wet increases speed
- Simulate foam via particle effect or shader or metaballs

Procedural level generation
- Different types of building blocks
- Levels become longer and more difficult over time
- Enemies, switches, triggers spawn at different locations
- Random special events

Milestones

1. Game Idea Pitch (18.11.2020)
2. Physical Prototype (02.12.2020)
3. Interim Results (23.12.2020)
4. Alpha Version (27.01.2021)
5. Playtesting result (10.02.2021)
6. Final Release (24.02.2021)

Functional Minimum

- Simple Player Character, that can move and jump
  - Input Manager (Controller/keyboard)
- Playable Looping Test-Level
  - Start Platform & Simple Track
- Simple UI
  - Start Screen
  - Game Over Screen
- Simple models

Low Target (23.12.2020)

- Simple Procedural Track Generation

  ○ Simple track building blocks (soap/bathroom styled)

  ○ Infinite generation

- Simple Menu

  ○ High Score (Points/Distance)

  ○ Restart Button

- Playable character can shoot water

  ○ Player speed increases when ground is wet
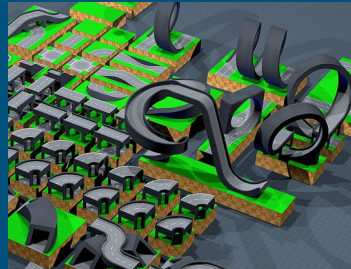
Desirable target (27.01.2020)

- At least 5 different spawnable obstacles in the Procedural Track Generation
- Different properties for the Soap Vehicle and/or the Floor
- Duck model for the Player
- Soap model for the Vehicle
- Background Music & Sound effects
- Power ups
- Interactable Objects

High Target

- Playable without noticeable bugs
- Multiplayer
- Different Models for the Player to choose from
- Different Sets of Level kinds to choose from
- Character Customization
- Seeds for level generation
  - Ghost silhouette of previous runs for self competition
- Save Replays
- Watch Replays
- Boss fights

Timeline