

DOCUMENTATION

2018 - 19



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Concept & Ideas

Wireframe

Style Board

Character Design

Assets

UX Design





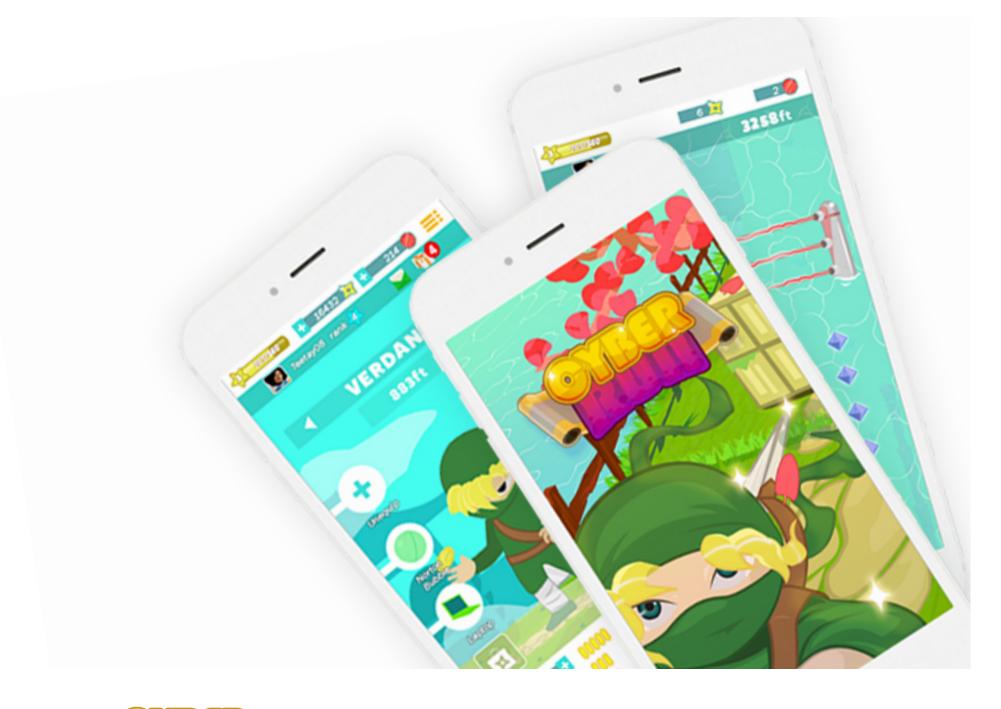
OVERALL CONCEPT

CyberRun is a runner type game that allows players to compete worldwide for longest run. You can pick from a set of different ninjaz with various abilities to better aid you on your run. To unlock buffers and upgrades players must use Golden Coins or Golden Stars which can be attain through playing the game and acheivements.

Concept & Ideas

Wireframe





WHAT CAN YOU DO?

CYBERRUN allows the user race other players online, customize characters, and compete for the high score on various levels.

Concept & Ideas

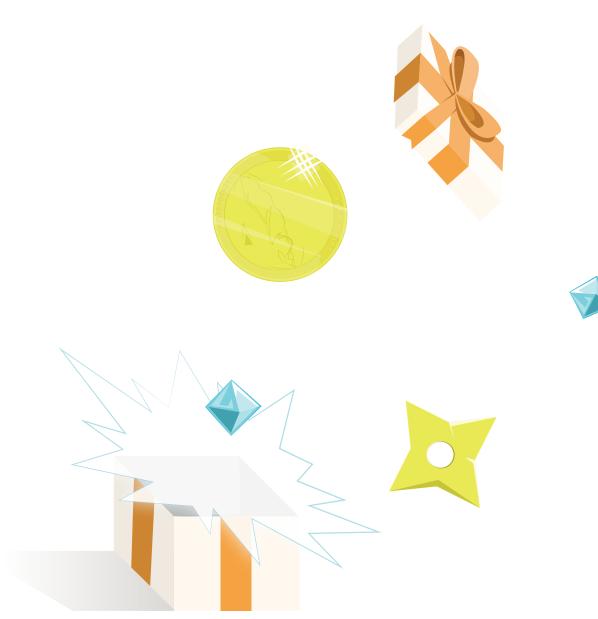
Wireframe



GOLD COIN & STARS

Every game needs to make money right? CYBER-RUN uses micro transaction, however its main use to enhance cosmetics and power-up upgrades.

Users can purchases such items in the game store or through gameplay.





Wireframe

Style Board



COLOR &FONT

CYBERNINJAZ font brand is based on mikado and

all other weight variants. It's color chosen



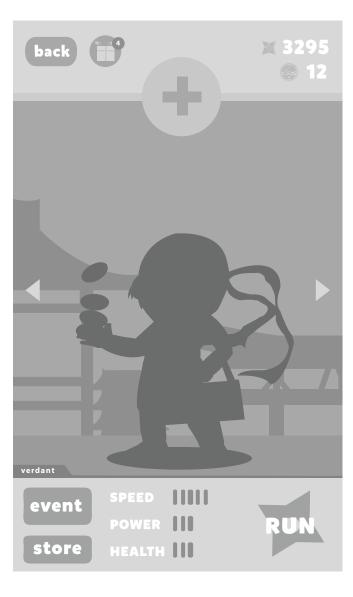
Concept & Ideas

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FIRST DRAFT

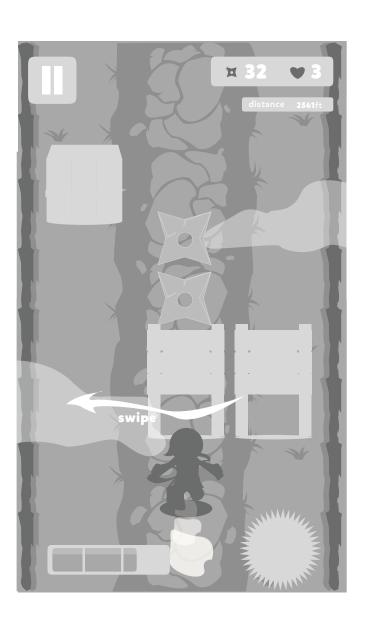
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Concept & Ideas

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Concept & Ideas

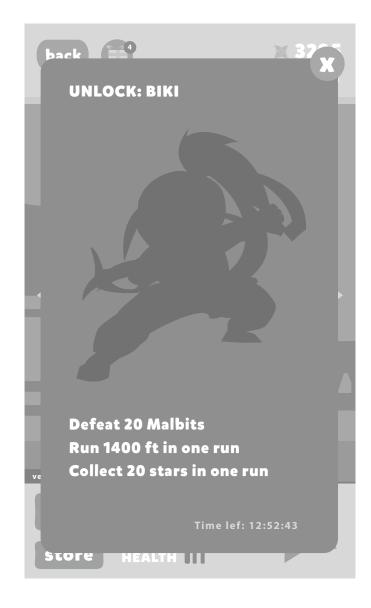
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Style Board









FIRST DRAFT

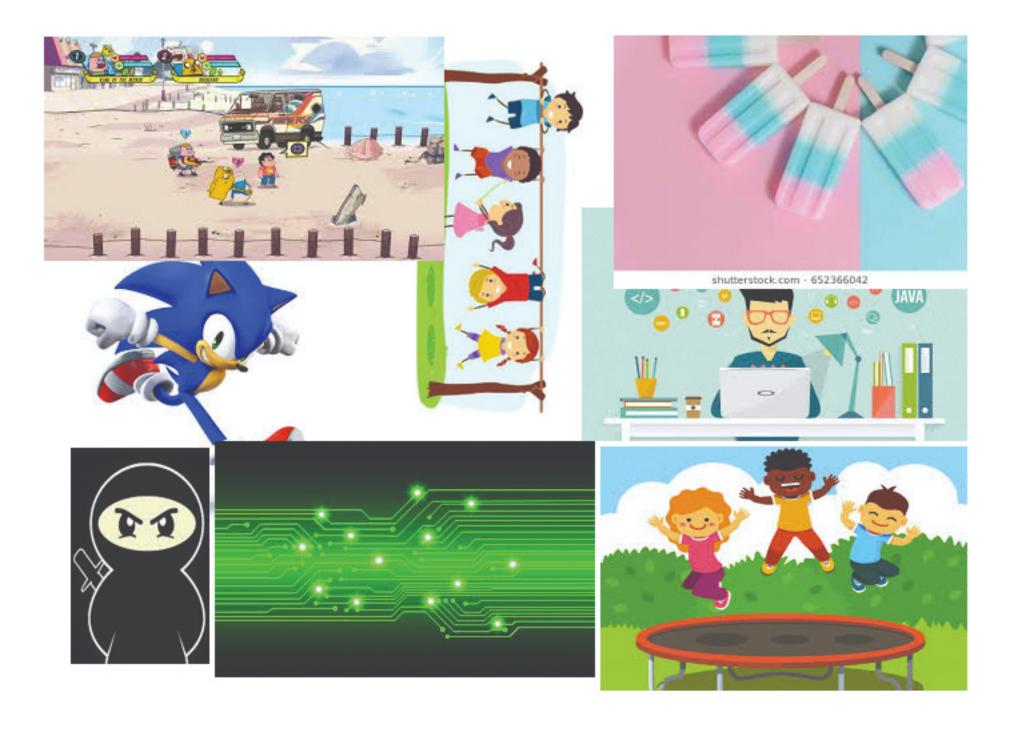
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KINDA LIKE THIS

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Wireframe

Style Board





WHO AND WHAT ARE THEY?

Cyberninjaz overall design is based on soild color jump suits. Each ninja is equip with various tech related weapons. Each ninja weapon allows for different power-up abilty.

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CHARACTER DESIGN

Cyberninjaz overall design is based on soild color jump suits. Each ninja is equip with various tech related weapons that aids them in battle. Their brown sash is a hoster for many other cool items.

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ASSETS & UI

Each assets is sketch, design, and developed to its final design. Here are a few that you will see in game.

Character Design

Assets

UX Design



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Distant Ran

This keeps track of your current distance, its calculated ratio is 1 sec = 5 ft. This number is also added to your score.



Character level bar

This bar shows the (ninja) character current level and progression. Higher levels give you access to greater items.

GAMEPLAY

Here are some of the basic functions of the game UI and item usesage.







Golden Stars

Collectable item, with this coin you can buy store items.



Box (broken)

Hazard object, boxes can be broken with certain item(s) upon usesage.

The primary use is to hender your character progress in game.

3

Power item

On each run the player can be equipped with 3 items that can aid or muniplate the player status.

6

Item active gauge

When this gauge fills you're able to use the respective item.

Assets

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Unoquip

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Character Selector

Tap here to switch inbetween ninjaz.

7

Character Status

Increase each stat with coins to enhace your ninja.

HOME HUB



Gifts

After every run you are giving cool gifts. The better your score the better the gifts.

Battle points/ Challenges

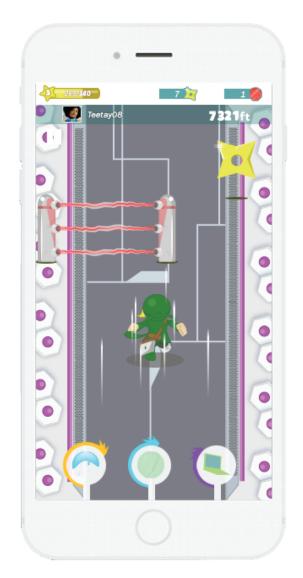
Join the online battle and compete for the high score. 1-4 in one battle.

This number increase base on your W-L.

Assets

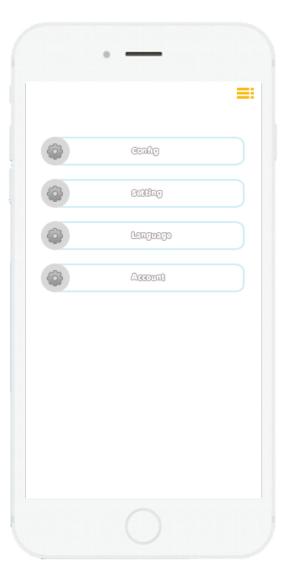
UX Design

FINAL DESIGN







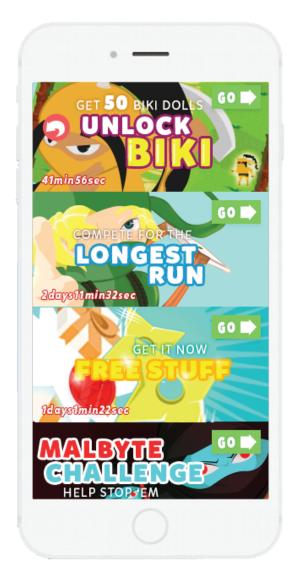


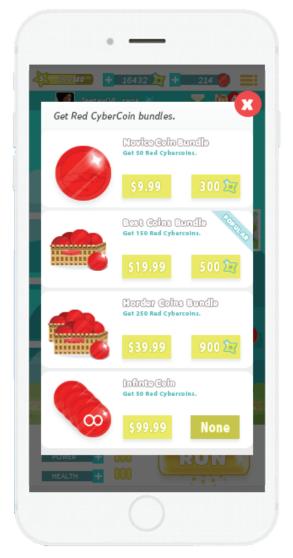


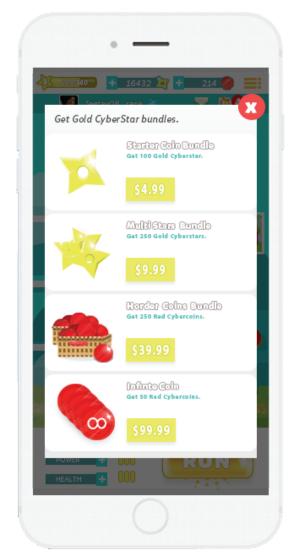
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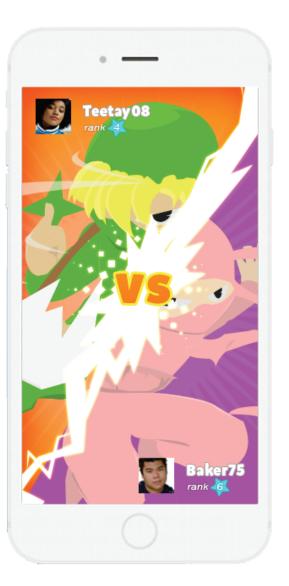


FINAL DESIGN











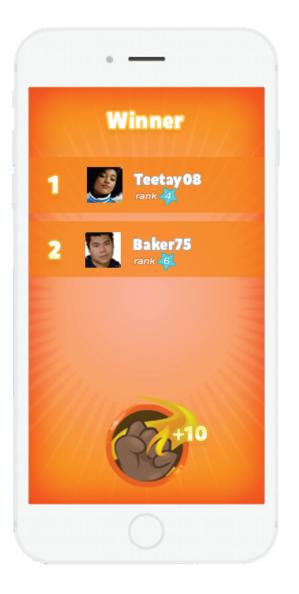
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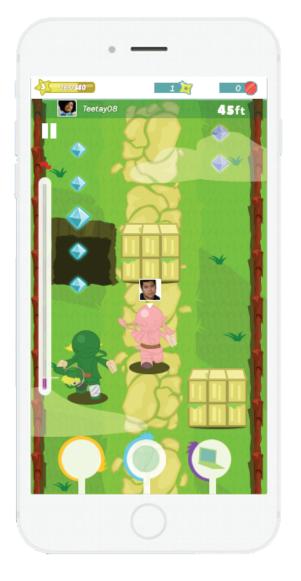


FINAL DESIGN











UX Design



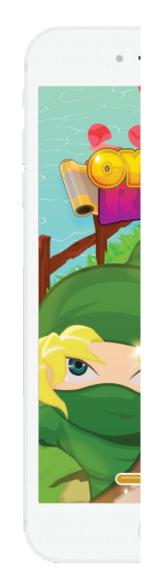
FINAL DESIGN











UX Design









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CYBER RUN