

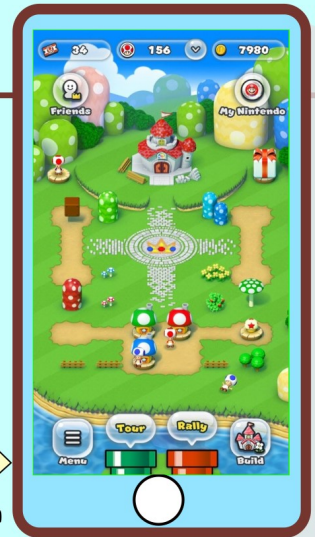
SUPER MARIO RUN

Game Concept Document

Created By Derek Page, 10/18/2018

Overview

Super Mario Run will take Mario to the mobile market (Android and iOS). The first full Mario game for mobile. Core gameplay will rely on tapping the screen. The design will feature classic Mario overworld navigation and sub-world. Players will have the option to collect many items.



GOOMBA

Home \ World Select Screen

Key Items

Challenge Coins (Pink)



CHALLENGE COINS

Collect Challenge Coins unlock new items and levels. They give the player incentive to explore the vast world of Super Mario Run! There are 6 Challenge coins per level.



BRICK & MYSTERY
BLOCKS

SPRINGBOARDS

The springboard is the primary mechanic that gets Mario into the air. When Mario is standing on a springboard tap the screen to jump super high!

PIPES

Mario will automatically enter pipes when he runs into them. This prevents the player from unnecessary tapping and keeps the game moving!



Spring Board

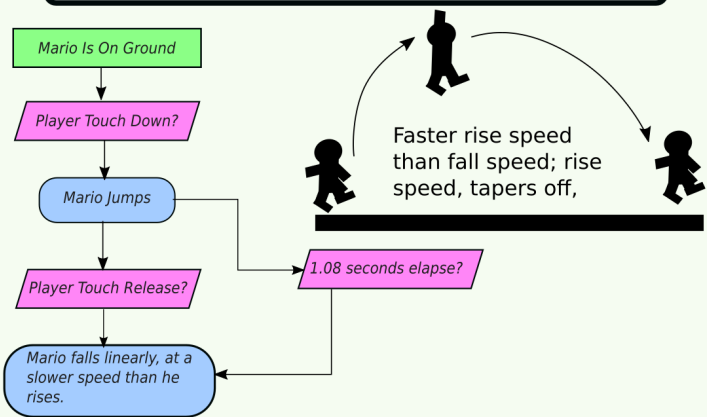
Part 2



Controls & Gameplay

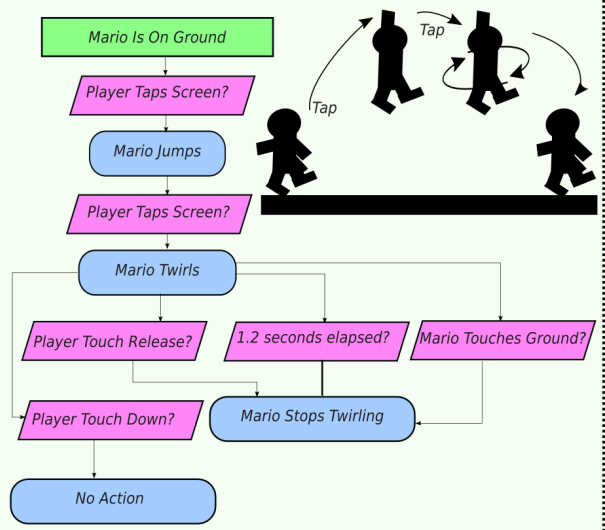
JUMP

When on the ground, **Press** the screen to make Mario Jump. **Release** to fall. Hold your finger down to make him jump higher and longer. Mario's Jump and fall speeds are not linear. The jump speed slightly decreases as mario gains height, and the fall speed gravity is not fully quadratic, mario falls softly at a slightly slower speed than he rises.



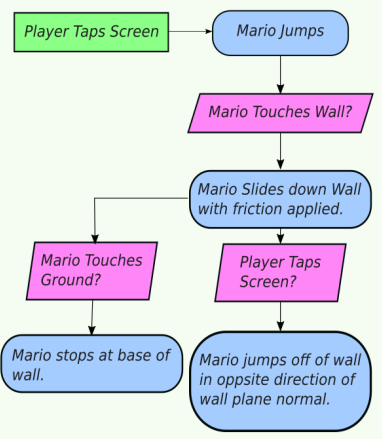
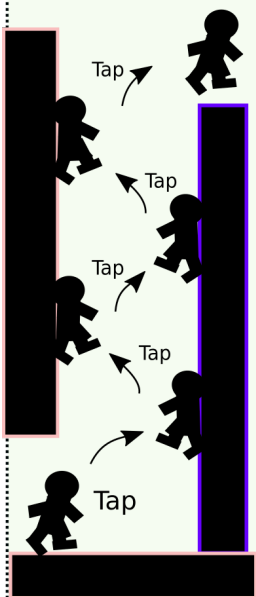
TWIRL

After performing a jump (Tap), or falling off of a cliff, while in the air, tap a second time to perform a twirl. Mario will briefly hover in the air while twirling. This gives Mario a little hangtime!



WALL JUMP

When Mario Reaches a wall, he will stop. Tap the screen to make Mario Jump. He will slide down along the wall after jumping. Tap while sliding down a wall to make mario bound from the wall



LEDGE HANG

While Mario is Jumping, if he reaches a ledge, he will hang from the ledge. This is calculated from top of the platform relative to 1/3 of Mario's height.

