

Zig Zag Boom (clone)

Summary

- Zig Zag Boom is an endless runner style game, where the challenge is to navigate an never-ending hallway with your 'dot' character.
- The game ends when you run into a wall.
- Points are earned for every zig or zag passed in the endless hallway.

Mechanics List (no specific order) 1 of 2

- Player
 - A dot that 'ejects' particles and leaves a trail as it moves.
 - Moves in a line at either +/- 45 degrees to vertical.
 - Can collide with sides of hallway.
- Inputs
 - Interface uses buttons.
 - In-game uses one-touch to change player direction.
- Hallway
 - Composed of parallel lines.
 - Zigs and Zags randomly.
 - Varies in width.

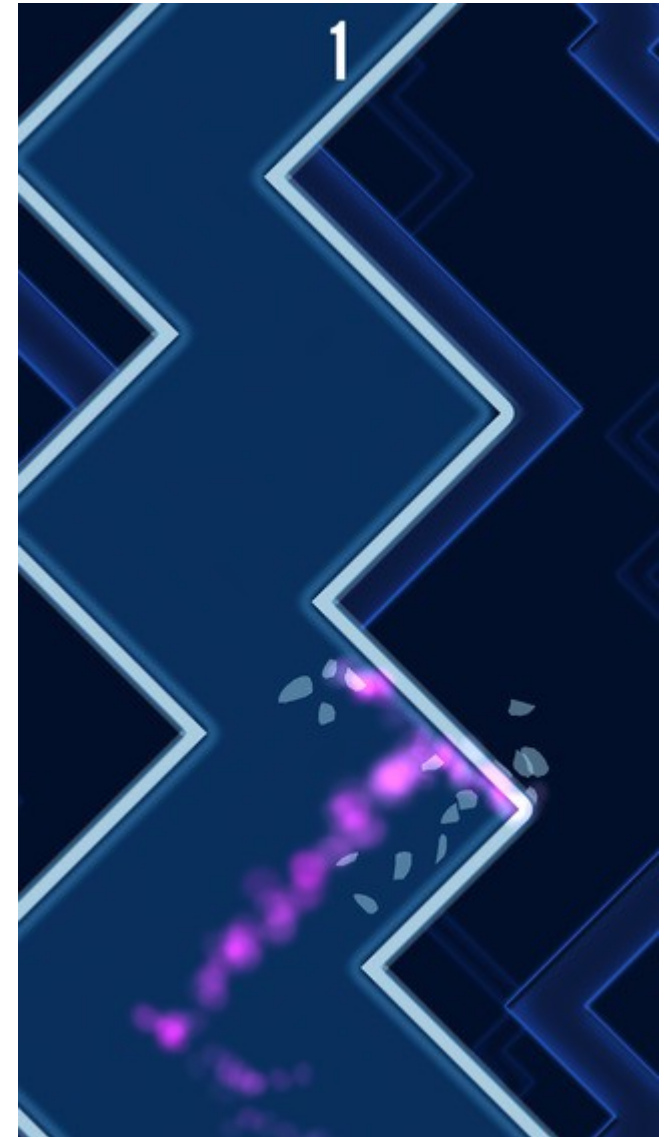
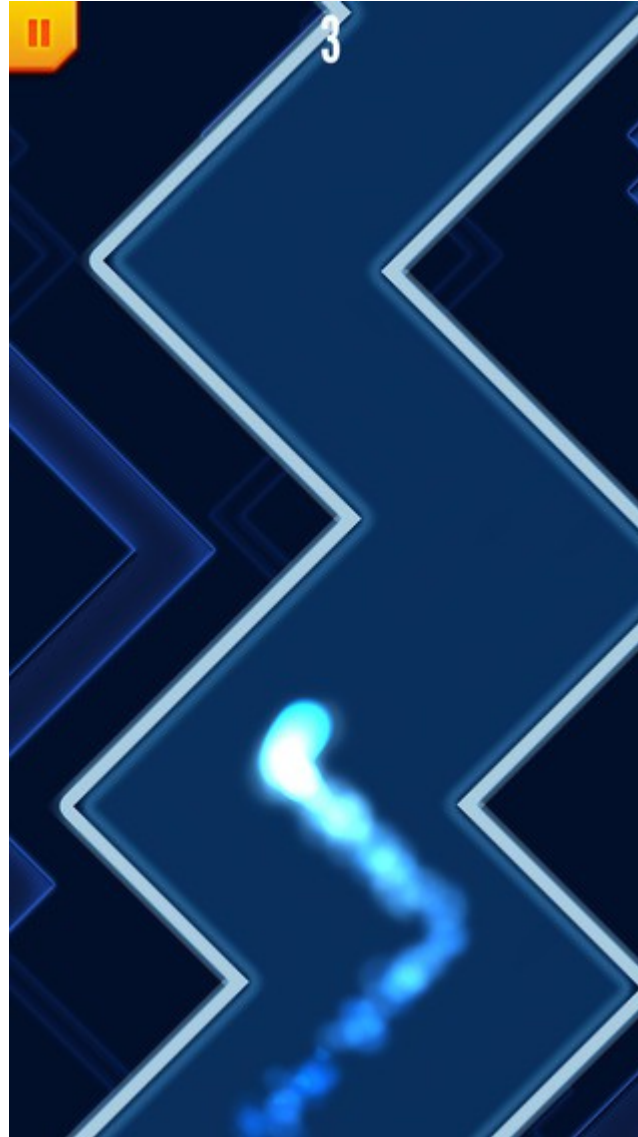
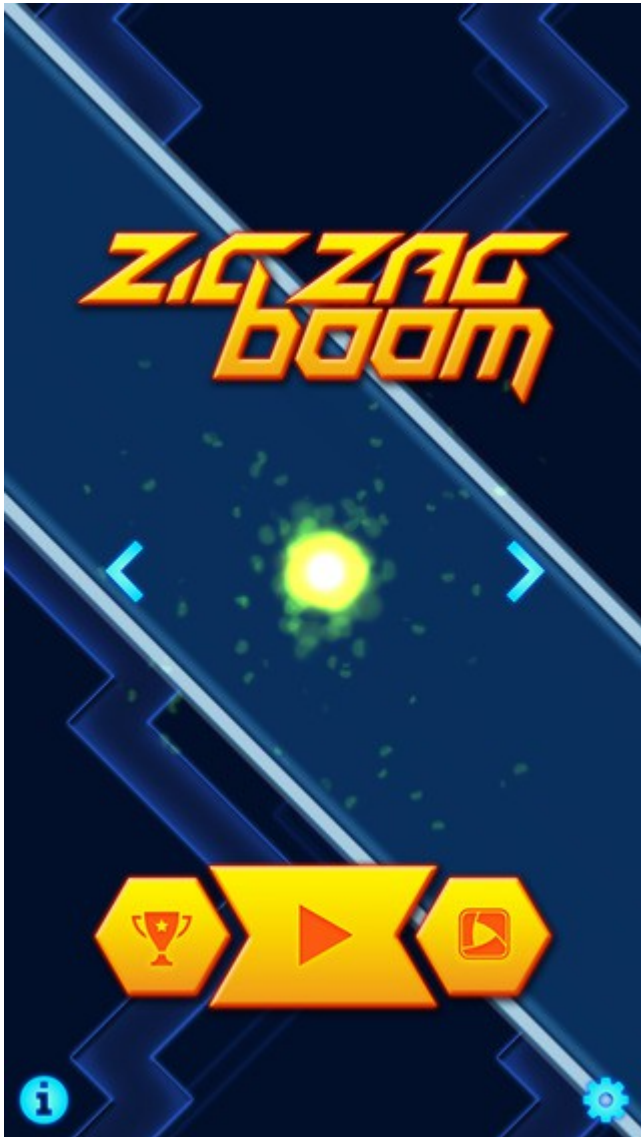
Mechanics List (no specific order) 2 of 2

- Camera
 - Player stays in center of screen.
 - World moves around player.
 - Background parallax.
- Design Settings
 - Orientation: Portrait
 - Aspect Ratio Targets: iPhone 5/6/6+, iPad
- Special Hardware Requirements: None.
- Game Logic
 - Player gains a point for every 'corner' (zig or zag) passed.
 - Individual game session ends when player collides with a wall.

Interfaces Inventory

- **Launch**
- **Splash**
- **Main Menu**
- **Play GUI**
- 'Ever Play' ???
- Leaderboards and Achievements
- IAP
- **Info**
- **Options**
- Interstitial Ads
- Banner Ads

Sample Screens



Get, Play, and Watch The Game

- Android:

- <https://play.google.com/store/apps/details?id=com.mudloop.zigzagboom&hl=en>

- iOS:

- <https://itunes.apple.com/us/app/zig-zag-boom/id955170175?mt=8>

- Videos

- https://www.youtube.com/watch?v=hg7m_Ocac2g
 - <https://www.youtube.com/watch?v=hDIZ-qlvrO4>

Object Types

Object Types (Name and Number)	
1 – Player	
2 – Wall (hallway line)	
3 – Trail	
4 – Explosion	
5 - CornerSensor	

Interactions

- Player collides with Wall.
- Explosion collides with Wall.
- Trail collides with Wall.
- Player collides with CornerSensor

