

Type of Game:

Collision style - similar to the popular mobile game "Jetpack Joyride"

- User goes through an unlimited 2d level where they travel forwards
- The character is always moving forward no matter what (cannot stop moving or go backwards)
- There are different obstacles that the user has to get passed (i.e. stationary lasers, mobile lasers, missiles)
- Coins can be collected throughout a session played, they are saved and can be used to purchase either gadgets that aid the user (i.e a head start), or clothing that changes the user's appearance
- Vehicle power ups are available and spawn randomly after a certain distance (i.e. a plane), they last for a temporary amount of time, give movement advantages, and make the user invincible while the vehicle is in use (when a vehicle is in use and an obstacle is hit, the vehicle breaks but the person doesn't die)

Interaction information:

- The user can press the spacebar to go up (use the jetpack)
- Gravity naturally brings the character down if the spacebar isn't continuously pressed
- The user interacts with buttons to start the game, check the scoreboard, and buy gadgets and clothing with their coins
- The game can be quit at any given time using the ESC key