What is next?

After completing the parts left for the first iteration, we are going to make different additions to the original concept of “Run Dot Run”.

In some panels, such as main menu, we will add some animations (e.g there will be a jumping dot on the background of Pause panel, Main Menu panel etc.).

In the second version of the game, in each level, there will be several check points placed on the path of the dot, so that, if the dot cannot pass the obstacles or falls to the ground, it will go back to the last check point’s position to continue the game. This will help the player to finish the level in the given period.

We are going to add time bonus to the game in the next iteration. Time bonuses will be placed on the letters or a bit higher. If the dot can get the bonus, depending on how much time that bonus includes, the time left for the game will increase. Also, with the same logic, there will be some penalties placed on or higher the letters. If the dot touches them, the time left will decrease depending on the time that penalty point holds.

There will be bonus life reward added in the levels. If the dot can get that reward, which are also placed on or higher than the letters like the time bonuses, it will gain a new chance of life.