**Endless Chicken Runner Game**

**GDD**

**Plot:** One day one chicken realized that his(her) species exist in this world only for one thing - is to become a dinner for someone in this crazy World. After that happened, he(she) starts thinking about freedom and a better life without the violence where he can plan his own life on his own. And nothing can be better than ESCAPE from this farm...

**Title:** Endless Chicken Runner

**Platform:** iOS

**Environment:** A random generating world with platforms which spawn in the random bottom point 1/3 part of the total screen height (1/3 part of the screen is the maximum height).

Between platforms has to be gaps.

**Player:** The main character moves all the time and has the ability to jumps to avoid gaps and do not falling down. Player has three lives(tries).

**Other characters/NPC:** In the game, NPC (other chickens) will spawn randomly in the game world. Each gives the bonus to the player's score. Player has to collect them to increase the amount which adding to the player's score. If the player loses them, it will not cause lose of the player's lives. Just removes the bonus.

**Input:** The player activates jump ability by taping on any point of the screen.

The main character can jump only once. Jump resets after the main character is landing on the platform.

**Winning condition:** The game is endless runner - game has no winning condition… Uhaha...

**Losing condition:** If main character goes off the platform - fires reload scene event.

**Enemies:** Enemies present as farmers trying to catch the main character. Use the main ability to protect of being caught.