**Setting:**

In an underground facility, “mutants”, humans capable of moving at speeds unheard of by normal people are being held captive from the rest of the world. In order to experiment on these people, and understand how these mutants are capable of this, scientists make them race through maps under the pretense of being freed should they reach the top as fastest runner. In reality, however, they are not freed

**The Goal:**

Long-term: Become the fastest racer and “escape” from the facility.

Short-term: Beat the race, using whatever means available.

**Game Mechanics:**

**Goals-**

* + Enemies that actively target and attack player
  + Simulated Racer times to be displayed after completion, calculated around a preset limit

**Accomplished-**

* Enemies with set path
* Acceleration-Based x-axis player movement
* Moving enemies blocking player
* Stationary enemies blocking player
* 3 levels
  + Increased difficulty per map.
* Take damage from collisions with entities
* UI with the following
  + Score
  + Health Bar
  + Current speed
* Camera that follows player through map

**Glue-gun:** A gun the player wields, and can shoot in any direction. Hitting an entity with this will slow their acceleration by 30%. Player only has 8 shots, however, so must use them sparingly.

**Progression:**

**Goals-**

Difficulty advances by adding more enemy types and more enemies as each level is completed. Story progression will also occur as player completes levels.

**Losing:**

Hitting an object too fast, results in a death, respectively.

**Technical Details:**

Game will be built for pc, via the use of the Java language, and will incorporate JavaFX as it graphics support.