

# Acorn Dash



Dalton Sundberg

# Concept

The concept of this game is essentially a squirrel avoiding obstacles to get to the largest acorn tree in the busy city he lives in. The squirrel will have to dodge cars, trucks and dogs to get to his final destination before he runs out of time. This is the main goal of the game, he will never make it to the tree but that is the squirrel's main goal.



# Rules

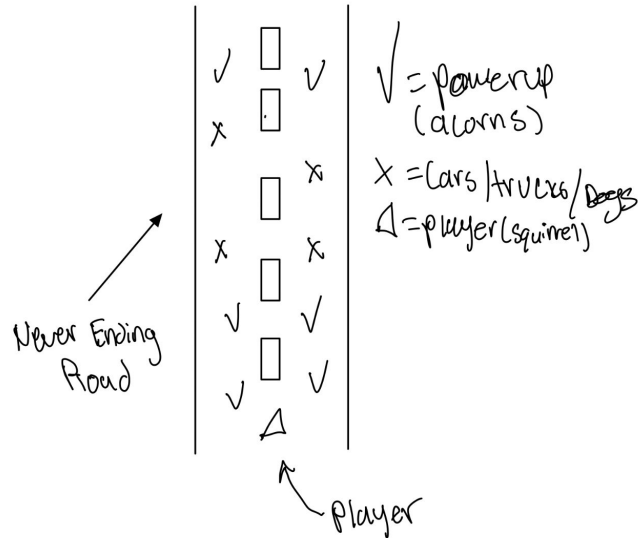
- Player can move left and right
- Player who hits car will be slowed for 2 seconds
- Player who hits a truck will be slowed for 3 seconds
- If a player grabs an acorn, the time extends by 2 seconds
- Player can only move within the the street
- Player will never make it to the tree but goal is to get as far as you can
- Loss is not making game running out of time

# Requirements

- Squirrel Model
- Street Texture
- Wall Texture
- Obstacles ( Dog, Truck, and Cars)
- -Game Manager
- -Acorn Power Ups
- UI for time and loss
- Scripts for conditions

# Top Down

This would be an example of a top down view of the game.



# Start Of Game

The start of the game will be you slowly starting to run down the busy street, the obstacles will start to come but you will be able to dodge easily at first. This will be the first taste of what is to come.

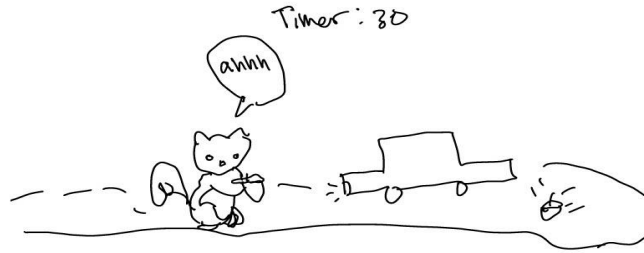


# Gameplay

The gameplay for this game will be rather simple. When you are running along the path the cars and trucks and maybe even a few dogs will be trying to stop you. You are to try your best to avoid these obstacles while trying to reach the end. Obstacles will have a negative affect on your time.

# Gameplay Cont..

The acorns will randomly spawn and give the squirrel almost an energy boost. While grabbing these acorns, you will be able to continue to run as far as you can. They will extend the timer that you are trying to beat.





# End Of Game

The end of the game symbolizes the squirrels tragic end, being killed by the obstacles that he faces in the large city. This will be represented by the timer running out of time which will be the game over.

