**Pitch**

Our game's theme and location is an ‘Alien’ fungus apocalyptic New York that takes place above ground and in a subway system.

The genre is ‘Endless Runner’, with a variety of different enemy types and pickups such as medication(Infection Level decreases) etc.

**Player Experience Goals**

Engaging enough to have players interested to play through the different level transitions

Encourage the player to try to get the highest possible score.

Player vs Player online to improve replayability and experience as well as player retention.

4 levels for the game and each level can be reached after the player gets a certain distance or score. Once a player gets this completed they are able to proceed onto the next level which will look visually different, be more difficult and have different enemy types/ more difficult enemy types. Once the player reaches the last level the first level is loaded again and the player plays through the previously played level again, however the game continues to become more and more difficult indefinitely.

**Interaction**

Game is playable on Mobile. The player can swipe left to slow down, right to speed up and up to jump.

**Storyline**

* You are a lone survivor after the Earth has fallen to an unknown alien fungus that originated in New York. You meet 3 other survivors on your journey, what are their plans. Will they help or betray you? In the end each person must fight for their own survival. You must collect medication and fight your way through the city to investigate the origins of the fungus further while managing to survive.

**4 Levels Endless Runner**

After a certain score is obtained the game plays a transition and a new background is shown and the game gets a little harder. The level is also different for gameplay purposes.

Once level 4 is reached the backgrounds then get recycled but game keeps getting tougher

**Appearance**

* Alien Fungus:
  + Purple tint and theme
* Fungi (AI/NPC’s):
  + Infected nodes, fallen soldiers infected, spore spikes.
* The level will scroll:
  + Scrolling worlds after a score is reached the level transitions to the next location, there will be 4 locations all together, City, Subway, Rooftops and Central Park
* Player:
  + Player design tbd

**Game World Rules**

* Player is in charge of a player character.
* The player can move left, right and jump.
* The player cannot go off screen.

**Gameplay Rules**

* The player must navigate endless terrain to get the best distance.
* The player may collect meds for an infection decrease.
* The player must avoid enemies both static and moving.
* If a player is hit their infection level increases.
* When a player’s infection rises to maximum, it is game over and the player may restart the level.

**Power Ups and Debuffs**

* Gun Power Up
* Infection Resistance Power Up
* Screen Blind Debuff
* Mind Control Debuff

**Infection Level**

Everytime player is hit the infection level rises. Infection level is reduced by collecting medication. If full infection is reached the game ends. Infection level gives different buffs/debuffs.

**Game Balance**

* Give player more/less infection capacity
* Increase/decrease map scroll speed
* Add more/ decrease amount of enemies
* Increase/Decrease amount of infection on hit

**Online Component**

Players connect to a single game up to 4 players.

Score is increased depending on speed, and time.(High risk high reward)

Whichever player reaches a milestone first is given a bonus point, once the milestone is reached all players are transitioned to the next level and their individual progress score equalised.

Once a player dies their time alive is multiplied by their bonus point giving them a final score.

When a player dies they can spectate the other players or leave the game.

**Levels**

Street-Level New York

Infected Subway

Sky-Scraper Rooftops

Central Park

**Tutorial**

Game will have pop-ups showing at the start of the game. This will explain to the player what the touch controls do.

* Tap on right side of screen = jump
* Slide on left side of screen = slow down/speed up map

**Game Scene Sketch**

