**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, zombie infected with Alien Fungus
* 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 and Downtown, Rooftops
* Player:
  + Player design is a Robot

**Game World Rules**

* Player is in charge of a player character.
* The player can move left, right and jump.
* Player can shoot
* 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.
* If a player is hit their infection level increases.
* When a player’s infection rises to maximum, the player is respawned and their distance is reset.

**Power Ups and Ammo**

* Collect Ammo for gun
* Infection Resistance and enemy insta-kill Power Up
* Lower Infection Level Power Up

**Infection Level**

Everytime player is hit the infection level rises. Infection level is reduced by collecting medication. If full infection is reached the player dies and is respawned.

**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
* Increase/Decrease amoung of ammo spawned

**Online Component**

Players connect to a single game up to 4 players.

All players fight together but have separate infections.

Once a player dies they are respawned and their distance is reset.

After respawning all players can continue the game.

**Levels**

Street-Level New York

Infected Subway

Downtown New York

Sky-Scraper Rooftops

**Tutorial**

* The game will have a joystick and shoot button
* The game throws the player into the game and allows the player to instantly find out how the game works by playing the game.

**Game Scene Sketch**

