Game Design T-rex 2p

# Characters

T-rex 1: player 1

T-rex 2: player 2

# Obstacles/Non-playing character

Cactus: Killers

# Story

Two T-rex are having a race, in a desert, they want to see who can go the farthest.

# Goal

Get a better score than your opponent.   
  
Rules   
You must not touch a cactus or else you die  
Get a better score than your opponent.   
  
Balance/Adaptivity

Score/100=Speed

Score/200=Obstacles Spawn Rate

# Obstacles Spawn Rate

Default 1 per 2000 pixels

Speed increase over time

Feedback  
  
If player dies play death sound

If spawn rate/speed increases play checkpoint sound   
  
If player jumps play jump sound  
  
Chance vs Skill   
  
Skill: players have ample time/space to respond to cactus  
  
Chance: What type of cactus spawn: 6 different types of cactus: at regular intervals for respective score