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| Dash Hell | Technical Info:  IDE: Visual Studio 2019  Engine: Unity Engine 3D  Build: 2020.3.5f  Language: C#  Genre: 2.5D Side Scroller  Release Platforms: Android, PC  Aspect Ratio: 1920x1080, for Android landscape is selected  Minimum PC Specs:  Processor: 2Ghz processor  Memory: 2GB RAM or more  Storage: 100MB available storage or more  Graphics: DirectX 11.0 with 512MB video card  OS: Windows XP or higher  Minimum Android Specs:  OS: 4.4(lollipop)  Processor: 2Ghz processor  Memory: 2GB RAM or more  Storage: 100MB available storage or more |
| GamePlay | Dash Hell is a game where you have a basic 2D movement system in 4 cardinal directions, when input is detected velocity is added in the corresponding direction, the goal is to reach the win trigger to activate the win condition found back at the start of the level, players have a choice to continue looping through the level but risk losing progress doing so. |
| Goal | Goal is to reach the win trigger to activate the win condition towards the start of the level, another goal can be looping as long as possible without fail. |
| Controls | PC: WASD, corresponds to 4 cardinal directions which apply to a vector 2  Android: A joystick is present at the bottom left of screen, the direction the joystick goes directly corresponds to the Vector2 controlling the direction of velocity |
| Obstacles | Walls and the player are the general obstacle for the game, as the movement system usually causes the player to overcompensate on movement. |
| Collectables | The win collider is a collectable for both score and activating the win condition, as well as a collider in the loop of the level to turn off the win condition, the win condition itself is a collectable which ends the level; |