**Gravity Boii Runner** **Requirements**

**MUST HAVES**

1. Moving Background
2. Moving Walls
3. Gravity Pool at the bottom Animated
4. Player Animations Controller
   1. Running
   2. Dashing
   3. Shifting
5. Creating and Object Pool
   1. Enemies spawning
   2. Power ups spawning
6. Enemies Dropping
7. Enemies Animated
8. Power ups popping up.
9. Power ups Animated.
10. Enemies do damage.
11. Power ups
    1. Health pickup
    2. Shield Pickup
    3. Gun Pickup
12. High Score and Current Score
13. Health bar
14. Menus
    1. Main Menu
    2. Options Menu
    3. Settings Menu
    4. Game Over Screen
15. Player Movement Controller
16. Touch Controller
17. Swiping for movements
    1. Left and right for shifting.
    2. Up and down for dashing
    3. Tapping for gunshot powerup
18. Set up proper Collision between elements.
    1. Power ups do not collide with enemies.
19. Post Processing Effects
    1. Glow
    2. Torchlight
20. Particle Effects
    1. Dash flames
    2. Shift wind.
    3. Sparks for gravity pool
21. Sound Effects
    1. Hit by enemy.
    2. Death
    3. Background sound
    4. Powerup pickup

**COULD HAVES**

1. Shop
   1. Multiple Characters
   2. Powerups to start with
2. Scrap/Materials – some sort of money for shop
   1. Spawn at random points to be collected.
   2. Accumulate and saved in wallet.
3. Premium option
   1. no ads
   2. free skins
   3. pickups to start with
4. Boss fights
   1. Mini bosses and final bosses
   2. Potential end of the game (Like Hades perhaps – will need to overhaul game over system)