

PAPER RIDER

GAME DESCRIPTION:

This is a third-person runner where the player controls the paper boat. While the boat is cruising, he collects pearls, avoids rocks, and gets a chance to save captured dolphins from plastic garbage if he catches a wave that will dive him underwater.

GAME MECHANIC:

Swerve mechanic: the player moves the boat from left to right.

Based on the reflex activity of the player.

A WOW MOMENT:

Riding a wave and dives in the ocean

THE SPECIAL SOURCE:

The boat can dive underwater, like a submarine, and takes care of nature - dolphins.

ACHIEVEMENT:

Save all dolphins for a perfect cruise, and get extra skin.

Collect as many as possible pearls, and after the cruise buy a different color.

After finishing all cruises, it will unlock new skin for the boat.

OBSTACLES:

Rocks can sink the boat if he hits it.

USER INTERFACE:

Paper boat is in the middle of the screen, on the left side is a number of collectibles: on the top are pearls, below are dolphins. In the middle is a level view, on the right is a pause button. Indicators are on the top of the screen.

REFERENCES:

Game references:

"Flippy Race"

https://www.youtube.com/watch?v=4B9V3WVjak8&t=112s&ab_channel=TapGameplay

"Water Race 3D: Aqua Music Game"

https://www.youtube.com/watch?v=4LKOYceJxcU&ab_channel=Gamology

The game looks like "Lilo & Stitch" world

https://www.youtube.com/watch?v=nXpBlrixnPQ&ab_channel=RodrigoMartinez

