**Running Dinosaur**

**Description:**

Running Dinosaur is an infinite running game that has 5 different dinosaurs. The dinosaurs can evolve to each other to gain ability to living in different environments.

**Rules:**

Each species has it unique ability and diet. As the dinosaur running, it needs to eat food to gain energy while running through the level. If the dinosaur eats improper food for the current dinosaur species, the improper food would drain the energy. The energy will be consumed while time spending. If the energy is depleted, the dinosaur is died and will be buried by the debris flow and decayed to dinosaur fossil, the game is over.

As the dinosaur running, the player needs to help it avoid obstacles in the scene by clicking the mouse or tapping on the screen (Mobile version). If the dinosaur collides on the obstacle, it would be pushing a certain distance backward (pushing leftward). There is debris flow chasing the dinosaur. If it is too close to the debris flow, the dinosaur will be buried by the debris flow and decayed to dinosaur fossil, and the game is over.

**Evolution:**

The dinosaur needs to eat evolution cookie to evolve to correct species to adapt to the new coming environment. If the dinosaur missed the evolution cookie. It still have another only chance to find the cookie in the scene. If it misses both cookies in the scene, there won’t more cookies. If the dinosaur does not evolve to the new species to adapt the new environment, it cannot eat food in the scene to gain energy to live.

**Score:**

Avoid obstacle +1;

Eat food +3;

Destroy Obstacle: +3;

**Dinosaur Species:**

* Tyrannosaurus
  + Food: Meat; Food Position: On the ground; Ability: Eat small animal as food;
* Pterosaur
  + Food: Meat; Food Position: In-air; Ability: Fly;
* Brachiosaurus
  + Food: Plants; Food Position: On the top of tree;
* Triceratops
  + Food: Plants; Food Position: On the ground; Ability: Destroy obstacle that cannot be avoided;
* Plesiosaur
  + Food: Meat; Food Position: In the water; Ability: Swim in the water;