School Escape is an endless horizontal platform game. The way we are describing it is a mix between Flappy Bird, Jetpack Joyride and Temple Run. The goal is to evade capture by the Dean and various other staff members.   
  
We have decided to crowd source the elements of School Escape. As we work to develop School Escape over the March Intensive Week and beyond, we plan to ask questions here to find out what characters should be in the game and other elements. For example, should the librarians try to stop the student from running on top of the book shelves?  
  
If there are any ideas you would like us to consider, please comment and write on this page or send a message to the page. <https://www.facebook.com/schoolescapeapp>

We will also release an open beta for the iPhone on May 1st and if you would like to participate like the page to stay updated.

~Conrad Koehler

For March Intensive this year Max Greenwald, Ben Chaimberg, Parker Thurston, Hannah Mahon, John Kotz, Delaney Lytle and myself created a fun game for the iPhone. It is called School Escape, an endless horizontal game. The best way to describe it is a mix between Flappy Bird, Jetpack Joyride and Temple Run. The Goal is to evade capture by the evil dean and various other school staff members.

We have decided to crowd source the elements of School Escape. We plan to ask questions on our Facebook page (<https://www.facebook.com/schoolescapeapp>) to find out what characters should be in the game and other elements. For example, should the librarians try to stop the student from running on top of the book shelves?

If there are any ideas you would like us to consider, please comment and write on the page or send a message to the page. There will also be an open beta starting on May 1st so make sure to check the Facebook page often because only the first 100 people can be in the beta.

We hope to hear your feedback!

Connor (Conrad) Koehler