Student ID:
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Name of the Game: Clyde's Escape
Developer: Adham Saleh
Video Editor: Adham Saleh

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Objective:
The objective of the game is for the player to collect as many coins as they can before falling off the map. The player can fall from tilting maps, obstacles, or other players pushing them off (multiplayer is not 100% confirmed).

The Map:
This is currently a circle, I have added a few obstacles to give it depth and detail. I would like to add a few other scenes that I can use to create intensity and accomplishment.

The Player:
For now, the player model is just a capsule. There is an enemy that follows the player but that is about it for now.

Rules:
Don't fall off the map too soon. Actually, don't fall off the map at all. This is the only rule I have for now, as the game progresses and starts looking better and more complex I will add more rules such as not stepping on spikes, or not touching the wrong tiles, some juicy stuff like that. I would add a health system. 3 hearts for each player. You lose a heart each time you hit an obstacle or lose a coin (depends on the W/L condition). After the player uses up 3 hearts, it's kahoot.

Win/Loss condition:
To win the game, the user has to collect points to reach the next level(scene). The player needs to reach a high score.

The Scoring System:
I have decided to go with a collectable system. The player collects coins and moves on to the next level.

GITHUB URL: https://github.com/JustWinBlyat/Game-Project-1
You can see all my progress and commits in real time. Please don't mind my freaking out throughout the code. I want to make sure the project reaches my standard.

ITCH.IO URL: PLACE GAME URL HERE ONCE UPLOADED FOR PEOPLE TO PLAY