**Game Description and Features List**

My name is justin bates and I created an infinite runner game called FunGuy. FunGuy is a fully operational and downloadable pc game in which you as FunGuy infinitely run across platforms jumping over small creatures that run in your direction. If FunGuy comes in contact the game is over and you will be given the option to restart the fun.

The objective for FunGuy is to stay alive as long as possible by avoiding the enemy creatures headed your way. The longer you manage to stay alive the higher your score will increase. If you stay alive long enough you will advance through a series of 3 levels and as you do so the creatures will start moving faster and spawning more frequently.

**Game Features**

* Animations
* Menu with various screen available
  + FunGuy game screen
  + FunGuy help screen
  + Game Creator About Screen
* Keyboard Controls
  + Jumping using Space
  + Respawning using the R key
  + Going back to the main menu at any time using the Escape key
  + Using arrow Keys to cycle throw menu
* Scoring system based on time alive
* Level progression based on score
* Player and enemy collision
* Music being played in background
* Sound effects played based on player jumping and player dying
* Oneclick installer used for launching game