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KEY WORDS: Shield, Glide

Short Description & Main Mechanics

What genre of game are you going to make?

Endless “runner” (glider)

Describe the camera, character and controls (3C’s)

Camera: Third-person, slightly behind and above the player, smoothly following their forward movement.

Character: A glider moving constantly forward through a series of procedurally generated tiles. The player must navigate around obstacles and collect power-ups.

Controls:
- A / D: Steer left and right.

What is the goal of the game? How do you beat the game? How can the player fail?

The goal is to stay alive as long as possible while flying through the level, avoiding obstacles, and collecting power-ups to stay alive for longer.

It’s an endless survival challenge players compete for distance / score.

The player dies upon hitting obstacles, touching the ground, or going out of bounds (e.g. flying too far left/right).

Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells … Describe how the puzzle would work, what the spell does …

Gliding: The player continuously moves forward and slowly drops down (gravity), they can move to the left and right direction to avoid obstacles and collect power-ups.

An additional gliding mechanic that could be added is to disable the gliding and drop down directly for a while, to maybe collect power-ups more easily.

Procedural Map Generation: New map tiles spawn dynamically as the player progresses forward.

Shield Power-Up: Temporarily prevents death upon impact once activated.
Uplift Boost: Provides a sudden diagonal upward push to recover altitude.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

Focus on tight, responsive movement and satisfying player feedback (camera tilt, effects, sound).

Prototype will include core gliding controls, collision + death, and two power-ups (shield and uplift).