# Main Specification

## Menus:

### Main Menu:

Game, Controls, Quit

### Pause Menu:

Restart, quit

## Environment:

Neon Night City Environment

## GUI:

Boost Levels

## Game Manager:

Spawn new city blocks as the player gets past them

End the game when the player hits the ground or the side of a building

## Characters:

### Player:

Can attach rope to buildings and walls

Can use boost to go faster in the direction that he is moving

### Buildings:

Standing objects, block the players path but can be grappled to.

Some buildings will have windows that let the player enter and refill their boost