

Run While You Can

Summary:

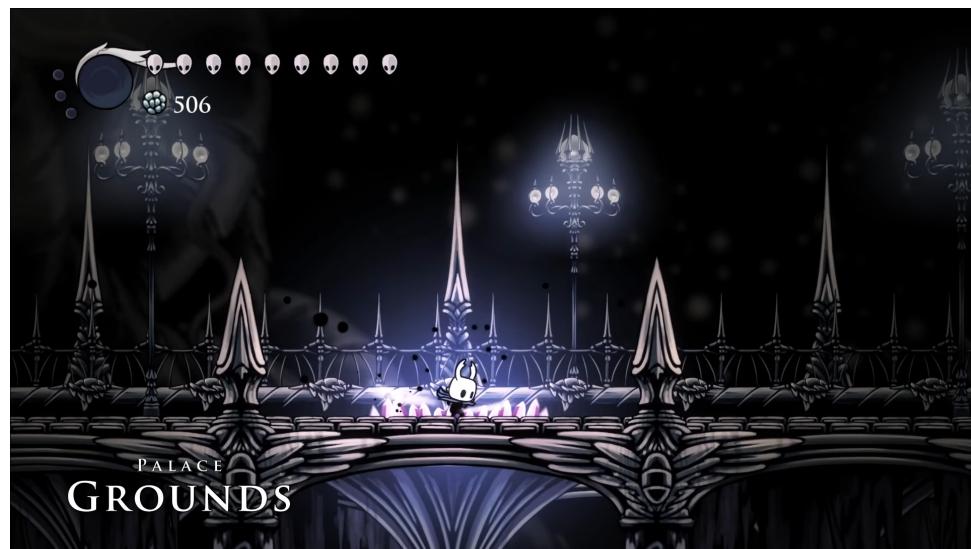
- **Genre:** 2D Platformer / Movement Shooter
- **Description:** The player runs from a terrifying monster while avoiding environmental obstacles and dealing with minor enemies.
- **Setting:** A nameless and ancient underground city that was better left undisturbed.

Gameplay:

- **Gameplay Loop:** Run/Jump/Dodge obstacles, Shoot basic enemies, Complete the level before the monster catches up
- **Mechanics:**
 - **Movement:** A/D running, double jump, quick dash, wall climb, grapple hook*
 - **Enemies:** Smaller ads with slow ranged/melee attacks that can be killed quickly
 - **Chase:** A large monster consumes the path behind the player, making backtracking impossible. Devastating, telegraphed attacks that must be avoided will be used at times.
- **UI:** Health bar, Ammo count, Attack Indicators, Crosshair
- (*) Grapple Hook may be left out if the implementation is too complex

Art/Visuals:

- **Style:** Simplified graphics, with a mixture of dark elegance and archaic decadence.
- **Reference Games:**
 - **Hollow Knight**



- Dark Souls 2



- Mock-up:



Development Plan:

- **Week 1:** Create player controller (Movement / Shooting)
- **Week 2:** Create enemies (Ranged/Melee/Main Monster)
- **Week 3:** Create levels (3+)
- **Week 4:** Create UI (Styled)
- **Week 5:** Create environmental art (Background / Objects)
- **Week 6:** Create character art (Player / Enemies)