Runner with 1st person perspective

Different paths to take

* left/right
* up/down
* wall running - curved on ramps (later)
  + different difficulties based on what wall you are on
* different levels, basement/normal
* three different health stats, red, blue green
  + different objects affect different stats +/-
    - health packs for each colour
    - damage objects for each colour
  + You will want the colour fade to be as white as possible
  + damage represented through different values
* health packs

Level generation

* different worlds/levels
* each section procedurally generates
* can change level after specific milestones

Point System

* points increase over time
* can also pick up points

Other Bonus parts

* Unlocks to increase score based on specific decreases

UI

* health depicted through shaders, interpolation between colours for diff stats