“Run The City”

# Game Summary/Objective

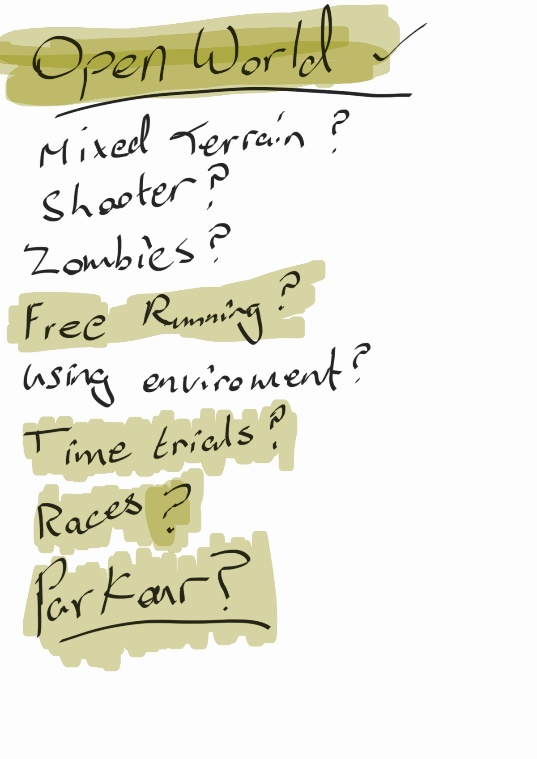
Free Running/Parkour game:

My game idea is to have a somewhat survival/parkour game, it will have specific locations that are considered safe zones where the player can rest and manage, outside of these safe zones it is where the challenge of the game happens, there will be a limit on how long you can stay outside before the player will need/want to return to a safe zone.

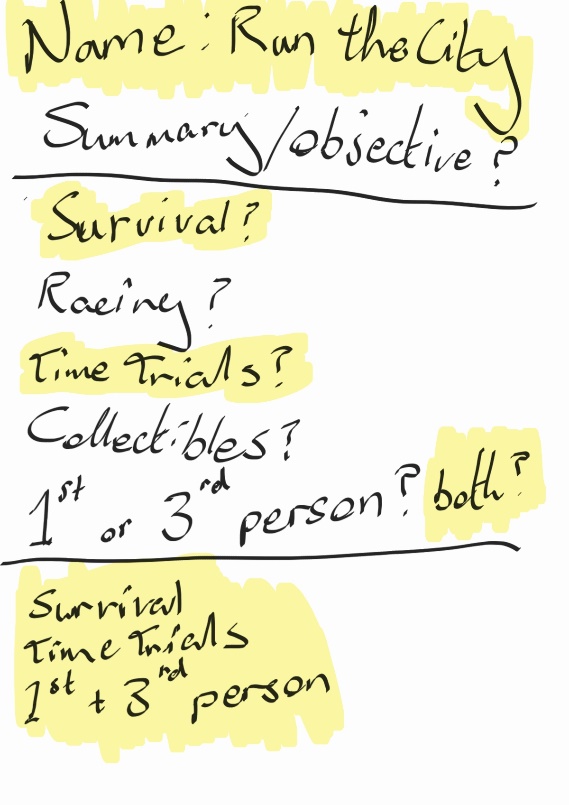
As the game progresses and you get further into it, the safe zones are further away from each other and the enemies get stronger and fast, or the traps become less noticeable and more frequent.

Things to do:

* Get basic movement working
* Experiment with other movement systems or packages
* Add interactable wall
* Find a character to use
* Create a story for the player
* Create an obstacle/trap/enemy
* Look into what makes free running and parkour look smooth in gameplay
* Add parkour movements
* Add player stats, health/stamina/damage`

A list of running track

Description automatically generated with medium confidence

A child's drawing of a house

Description automatically generated

A list of things that are written on a white board

Description automatically generated

