1. Project Overview
- **Project Name**: Debt And Addiction
- **One-Sentence Summary**: Debt ridden and in shambles, our protagonist is on the run from the debt collectors. Run for as long as you can before they catch you.
- **Core Concept**: Project is to make an Infinite Run Game

2. Climax Version (Fully Realized Project Vision)
Describe what your project would be in its **most complete, ambitious form**. If you had unlimited time, resources, and expertise, what would it become? This section should be written as if the project already exists.
- **User Experience**: People would be able to interact with the project via Mobile devices. Using finger motions to control the directions and actions that the character takes or does. Having access to touch screen lessens the complexity of having to learn how to navigate different menus as everything is within the tips of your fingers.
- **Technology & Systems**: Mostly everything can be done inside of Unity but will require the use of AI as reference and help to understand new mechanics and code.
- **Creative Components**: Players will be able to customize the theme of the game to different kinds of addictions such as Casino, Sports, Anime, Farming, etc. Which will change the looks of your pursuer as well as the overall aspects of the game.
- **Expected Impact**: This project is made with Entertainment in mind. It is aimed mostly towards audiences that spend a lot of time with their face stuck to their screens.

3. Least Viable Product (LVP) prototype Version (Achievable This Semester)
The **LVP is a stripped-down but functional version** of your project. It should preserve the **essence of the Climax Version** but be simplified so that it can be built and tested within the semester.
- **Core Features**: Auto Run, Death, Score, Restart,
- **What It Can Do**: It must be able to start the game, have the character run without input, die once caught by the pursuer, a score detailing how much distance has been covered, and lastly a way to restart the game and go again.
- **What It Won't Do (Yet)**: No actions to dodge obstacles, no way to turn left or right, No Cosmetics, No collectibles, No upgrades.
- **Scalability Plan**: Polish the game and somehow get it on the app store :D

4. Research & Influences
- **Existing Projects & References**: Temple Run, Subway Surfer, Minion Rush, Robot Unicorn, Jetpack Joyride, Doodle Jump
- **What You Need to Learn**: How to code said features, how to make everything run together as a game, how to put it on the App Store.

5. Self-Reflection & Open Questions
- **What Feels Strong?** – None of it
- **What Feels Weak?** – All of it, I'm making the assumption that I can finish it
- **What Needs Testing?** – Everything