Slimeshot – The Slingshot Infinite Runner

**Intended Platforms:** Windows PC, iOS, Android

**Target Audience:** Kids and Up

**Genre:** Arcade, Platformer

Game Outline

**Gameplay**

Slimeshot is an infinite runner that tasks the player with launching a slime with a slingshot in order to traverse the environment. Whenever the player taps the slimeball a slingshot will appear. The player can choose the direction and pull back the sling in order to adjust the power of the shot. There will be obstacles in the slime’s way, for every one that the slime passes through, the player will get a point. When the slime hits an obstacle and dies, the game will pull up a menu that shows your total score.

**Mechanics**

Slingshot:

This will appear when the player taps the slime on the screen, it will also anchor the slime to the sling. They will be able to adjust the direction and power of the shot before the slime fires off in an arc. The slingshot has no cooldown but the player has to accurately tap the slime as it speeds ahead in order to keep using it.

The Slime:

If the player character hit’s an obstacle, it will die and the game will end. A menu will show up with the player’s score and high score asking to play again.

Obstacles and Score:

Vertical blocks will spawn evenly apart from each other with varying sizes. If the player goes past one of these the score will increment by one. If the player sends their slime backwards and through an obstacle, they will lose a point.