

Game Mechanics

- Player
 - The character will be auto-running
 - The character will have only basic movement, only being able to turn left or right, move side to side on the path, jump and duck
 - The character will have increasing ability to destroy the environment as the game progresses and as the player earns coins and points
 - At first, the player will only be able to tap on objects in the environment to make the character pull them down, or topple them over
 - As the player unlocks weapons, they will be able to shoot things down, blow things up, and launch RPGs.
 - This part will be as simple as possible, so as not to distract from the actual game
- Enemy
 - The enemy will have very simple mechanics
 - Following the player at a set pace
 - When the player knocks things down or blows them up, the enemy will have to climb/ roll over the objects
 - Squish the player if it gets too close
 - I think the simplicity of the enemy's actions will emphasize his animations, which will be the blob creature writhing and rolling over itself
- Objects
 - The objects will move based on the player's actions
 - Mostly just objects related to the environment toppling over or being blown up
 - Random events will occur where the objects will fall before the player interacts with them, slowing them down as well as the monster
 - Again, very simple mechanics to emphasize the actual game
- Stretch Goal Mechanics
 - I would like to add the player tripping and climbing over objects since I want the character to be a child
 - Changing environment, I want at least two to start off with, but would like to add more if given the time
 - I would also like make the animations very detailed, but only if I have the time
 - I think all these additions would make the game feel a bit more realistic and more immersive for the player