**Starship rush**

**Game goal :** Navigate the ship through an endless space environment while avoiding obstacles of various types. The ultimate goal is to achieve the highest score possible.

**Target audience:** Everyone

**Genre:** Endless runner / Arcade

**Platform:** PC

**Basic gameplay (main loop, win & lose conditions, score system):** The game starts with the spaceship at the center of the screen, it moves forward automatically and the player can control it different directions.

There is no win condition, the spaceship has to avoid collisions with various obstacles while collecting ammos to keep shooting , hearts to get more lives in one run and stars, the currency of the game.

The game continues until the player runs out of lives.

**How the difficulty changes through the gameplay:** The speed increases level after level, ammos drop less frequently and the number of obstacles increases.

**Game reference examples:**

This game would be a mix of different games:

- Temple run;

- Jetpack joyride;

- Doodle jump.

**Assets you plan to use:**

- Spaceship and animations;

- Obstacles;

- Collectibles;

- Backgrounds;

- Sound effects;

- UI elements;

- Particle effects for special effects;

- Audio.