Here's a simple set of game mechanics for the Turbo Jet game with tap controls to help you get started:

1.Tap to Ascend: Players tap anywhere on the screen to make the jet ascend. The longer they tap, the higher the jet will go.

2.Obstacles: Debris and obstacles will appear on the screen, moving from the top to the bottom. The player's objective is to navigate the jet through gaps and spaces between these obstacles by tapping to ascend.

3.Power-Up Shield: Along the way, players can collect power-up shields. These shields provide temporary invincibility, protecting the jet from collisions with debris and obstacles.

4.Score: The game measures the player's performance by the distance covered in meters. The longer the player survives and avoids obstacles, the higher their score.

5.Endless Gameplay: The game features an endless, procedurally generated level to challenge players to see how far they can fly and survive.

6.Obstacle Speed and Complexity: Over time, the game gradually increases the speed of obstacles and introduces more complex patterns to test the player's reflexes.

7.Game Over: If the jet collides with an obstacle without a power-up shield, the game ends, and the player's score is recorded.

8.Leaderboard: Implement an online leaderboard where players can compare their scores and compete for the highest distance covered.

9.Visual and Audio Feedback: Use visual effects, such as flashing screens or jet trails, to provide feedback on the player's performance. Add sound effects for obstacle avoidance and power-up collection to enhance the gameplay experience.

10.Simple Controls and Interface: Keep the game interface clean and intuitive, with a prominent "Tap to Play" button and a visible score display.