Design Ideas for the Drag and Drop Mechanic

I have come up with a few ideas on how the drag and drop mechanic can work with our endless runner platformer.

First, we need to take in consideration the cart’s movement, if it is continuous or controlled by the player. I have some ideas with the first option:

* The cart could slow down slightly giving the player just enough time for the player to place the track
* The cart could stop at the end of the track, if the player did not place the tracks in time. This removes risk from the game and makes it easy for the player. We can add a timer for when the cart stops giving the player a sense of urgency
* The cart falls of the track or is it destroyed if the tracks are not placed in time giving a penalty if the player does not react fast enough. We need to take in consideration the speed of the cart, so it is possible for the player to place them in time.

In the case of the cart being moved by the player I have one idea. The cart being moved by the player makes the platforming easy and it does not bring any challenge. To bring some challenge or at least fast reaction time, the player needs to place the tracks under a timer. It brings some urgency to the game and gives the player the feeling of inevitable end. To balance it, we can make so every track placed can add to the timer but not too much.

Also, as an idea outside what we thought of so far, that came to me now and I just wanted to mention it: Instead of a drag and drop mechanic we can make it similar to a quick time event. The tracks are placed instantly in the missing spot, but each track is represented by a button on the keyboard and the player needs to figure out which one to place. This mechanic works with the cart moving continuous. We can also add your idea of unlocking new tracks, as the player makes progress, and each new track adds a new button that the player needs to know about. This idea transforms the game into a memory and quick reaction one, I thought is an interesting idea and wanted to say it.

This is all I could come up with. Unfortunately, I could not find games that use a drag and drop mechanic or even a drop mechanic that could with our idea.