**Byte Runner**

Benjamin Nguyen, Youssoupha Diallo

# Elevator Pitch

***Byte Runner*** is a runner and roguelike gameplay. Step into the digital world as characters from your computer's memory programs and embark on a thrilling, infinite runner roguelike adventure in Byte Runner! Dodge obstacles, face unique bosses, and collect bullets to conquer the final challenge. Will you beat the byte-sized challenge and save the digital realm? So, Are you ready to conquer the digital realm and defeat the final boss?

# Game Synopsis

In Byte Runner, you embark on a thrilling journey through a virtual realm, overcoming an ever-changing landscape of programs. Your mission: to dodge obstacles and utilize counter-attacks, all while facing off against increasingly formidable bosses.

As you progress, the challenges become more intense, with creatures growing in health and power, requiring strategic use of different mechanics to defeat the boss. Collect precious bullets and wield them as your ultimate weapon to tackle the final boss.

## Objective

The objective of this game is to navigate through levels, evading obstacles, conquering intermediate bosses, and ultimately vanquishing the final boss to emerge victorious.

## Mechanics

Players must navigate through obstacles, striving to survive until they confront the end boss for each level. When facing these bosses, they must adapt to distinct rules and mechanics for victory. Progressing through the game’s levels is important upon defeating each boss. Additionally, there is a hidden rule, where the player has to collect the bullets to defeat the ultimate boss, adding a layer of strategy to the game.

Boss Battles: At the end of each level, players confront a unique boss with distinct attack patterns and abilities. Throughout the game, players gather bullets, a key resource for defeating the final boss. Different levels offer different bullet amounts, creating strategic choices for players.

Boss-Specific Mechanics:

*First Boss*: The boss hovers above the train tracks. The boss will release rolling bombs toward the players, and players can kick those special rolling bombs toward the boss to inflict damage. Three successful hits result in victory.

*Second Boss*: In this round, four bullets are available for the player to collect. As the player dodges obstacles, there will be some trampolines being respawned to allow the player to attack the boss, dealing damage. After five successful attacks, the boss is defeated.

*Third Boss*: The final round battle offers five bullets, and the bullet count is only revealed in this level. Players navigate long chains of moving trains to reach the boss who floats above. Collecting bullets throughout the previous levels is crucial, as players can use them to damage the final boss. After 2 minutes of dodging obstacles and trying to stay alive, players will shoot all the bullets that they have collected to the boss. If the player collected less than 8 bullets to shoot the boss or could not survive for 2 minutes, the player will lose the game.

# Mock-Up/Mechanics Demonstration

This is my sketch for the first boss



