# Mario Infinite

Developed by AP Studios



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| **Platform** | **Genre** | **Audience** |
| PC | Infinite Runner | All Ages |

**ESRB rating**

The game should be playable and challenging to all players of all ages.

**Story summary**

Bowser has taken over Namco and changed World 1-1 into an infinite gauntlet. How long can Mario survive in this new world?

**Gameplay**

* Infinite runner, with player moving to the right (consider cutscenes at point intervals where direction is flipped/rotated, giving the player a break and changing their focus)
* Mario Sprites and Tiles
* Player must avoid enemies and projectiles
* Score is built with distance travelled. All collectibles are worth bonus points.
* Game is over once the player gets hit in the small state
* Mushrooms give more bonus points than coins
* The player dies if they touch the left border of the screen, or hit an enemy
* There is no win condition

**Controls**

* Keyboard controls.   
  Horizontal axis – Speed up and down  
  Vertical Axis plus (Up) – Jump  
  Vertical Axis minus (Down) – Guard with Item

**Competing products**

Bit Trip Runner Series by Choice Provisions (formerly Gaijin Games)

**Unique selling points**

1. Easy to pick up casually.
2. Simple mechanics leave room for visually appealing graphics, post release characters, and post release tile sets
3. Fast paced gameplay keeps the player engaged