# Incredible Crisis

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**

An alien invasion has rolled reality and time into a donut. What a way to ruin your morning commute. Can you make it to work safely in an infinitely changing city?

*Inspired by Incredible Crisis for PlayStation 2*

**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)
* Tile sets (City, Suburb, Town, Wasteland, Overgrown City, Cosmic Horror) are repeated, combined and changed so you never make it to work.
  + Consider character selection pre-sets:   
    Man – Large Briefcase  
    Woman – Large Handbag/Umbrella  
    Robot – Force field  
    Turtle – another turtle
* Player must avoid debris by speeding up or slowing down (left/right position), jumping (yes, jumping up), or taking cover behind their work item
* Score is built with distance travelled. No additional multipliers.
* Game is over once the player gets hit. Consider making it 2 HP, with cosmetic effect on HP loss
* Consider HP replenishing drops at exponentially increasing intervals
* Player cannot come to a complete stop
* There is no win condition, due to infinitely warped spacetime!

**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