# 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 in an infinitely changing world?

*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)
* Tile sets 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), sliding (reduced player height temporarily), jumping (yes, jumping up), or taking cover behind their work item
* Player cannot come to a complete stop
* There is no win condition, due to infinitely warped spacetime!
* Game is over once the player gets hit. Consider making it 2 HP, with cosmetic effect on HP loss

**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