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My game will be made for mobile platforms with a projected playtime of over 15 minutes. It will be a 3D sidescroller where a rocket or spaceship tries to survive flying at speed. The challenge will be to avoid crashing into different kinds of randomly-generated obstacles while gathering something like coins. As part of the object of the game is simply to survive for as long as possible, some players may not last to 15 minutes while others may last longer than 20. This game will also have a start screen. Resources for this game will be acquired online only if they are free for reuse. As this is a one-developer game, I hope this is an appropriate level of complexity, especially as I am exploring the sidescroller genre, which is not covered in the lectures or homework.