# LEVEL ONE

A Block Run clone, based on the Brackeys tutorial series.

Player char is a a white cube that constantly moves forward, controlled with wasd (accel/decel and strafe).

Goal is to avoid the magenta obstacles

## Part 1

Obstacles fall from the sky. Player hits a jump which ends in a small empty stretch followed by a health-up (the only one)

## Part 2

Obstacles rise from the ground. this ends with a rising sphere of terrain. If the player avoids it by getting air off a previous obstacles, then PART 3A happens at this point. Else the player gets PART 3B

## Part 3a

After the player lands, their forward force increases. Amalgamations of terrain shapes flash in and out of view, but the player. the soundtrack intensifies, building on the increasing pitch of the “engine”. then we abruptly cut to LEVEL TWO (A track);

## part 3b

On launching into the air, the player becomes weightless. As they rise into the sunny abyss, small black shapes start forming and orbiting around the player. This corresponds with the soundtrack fading into peaceful twinkling sounds made by the black shapes. the sounds and light source dim until you’re in blackness, when we cut to LEVEL TWO (B track)

## issues

* player clips thru walls from the inside
* player doesn’t clip thru health capsule, so it sends them careening on impact

## TBD

* handle player out of bounds (with a reset when their y axis gets low enough)

# level two

first person, with mouse to control looking/direction. a vast black expanse filled with orbs of light. the orbs sing high drones, but their sound and light fade the closer you get to them.

# SOUND DESIGN

I want all of the sounds to be diegetic and in harmony with eachother. Design sounds for:

* obstacles landing
* player’s “engine” speed
  + changes in pitch, but in steps that maintain the key
* player/obstacle collision
  + a higher note for each HP lost
* player/health capsule collision