

# Blocky Rush



## 1. Game Overview

### Genre:

Endless Runner type

Games of this genre: Doodle Jump, Snake VS Block, NS-Shaft

### Elevator pitch:

Blocky Rush is a 2D Endless Runner type of game. It starts off by giving the player to control the block character (Blocky) with a random shape and color. There will be some aligned barriers made with blocks throughout the journey. Blocky needs to smash the barriers by matching shape or color to move on. Scores will be calculated according to the number of matched blocks.

### Goal:

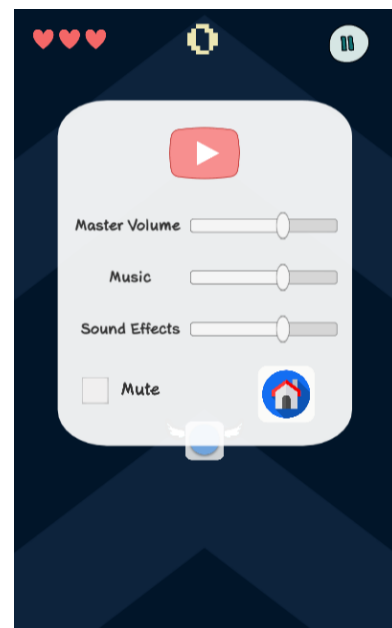
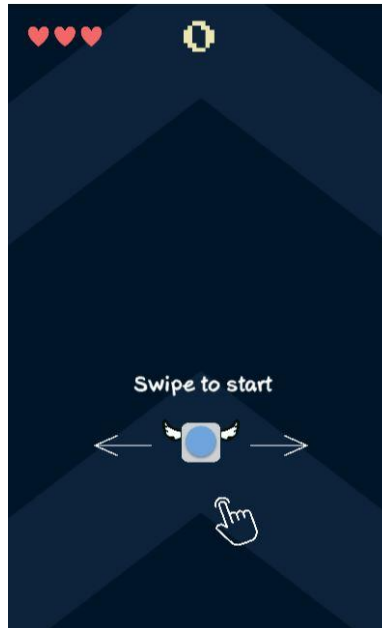
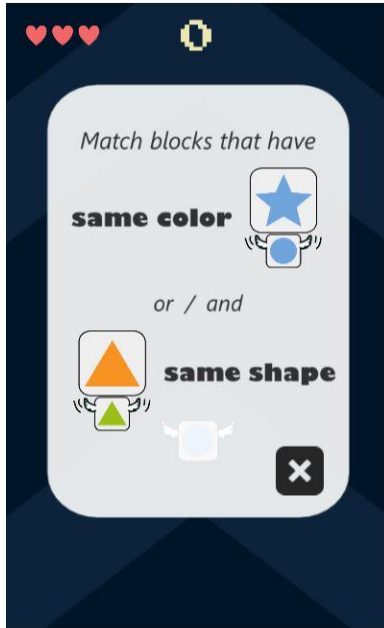
The main goal is to get as many scores as possible . As the distance increases, the player will encounter more incoming blocks with different shapes and colors. The player needs to figure the best way to survive with a limited amount of healths and debuffs. The player will get a thrill experience to overcome some obstacles and a sense of satisfaction to reach certain levels. It also puts the player's reaction time to the test. The game overall is just fun and addictive!!!

### Mechanics:

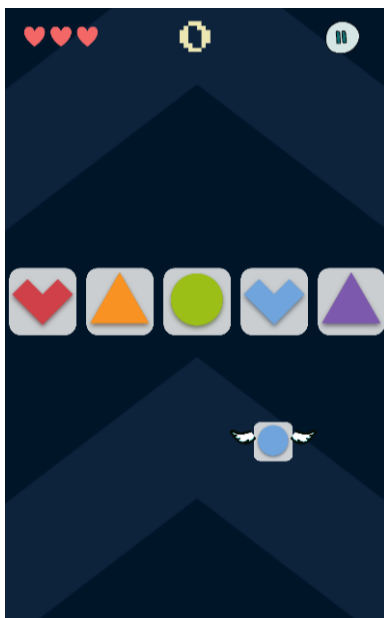
- **How to control:** Swipe your finger left or right to guide Blocky moving forward and hitting different shapes.
- **End Condition:**
  - 1) Blocky starts with three healths. Every time you rush into a block with a different color and shape, you will lose one health as a penalty. The game will terminate if you lose all health.
  - 2) If you rush into a meteorite, the game will end immediately.
- **Bufs:** Invincible (Break any blocks without losing health.)
- **Debuffs:** Cloud effect, Switchers, Moving and flashing blocks, Meteorite.
- **Triggering conditions:** The invincible effect will be triggered when the player runs into a block with identical color AND shape.

## 2. Game Play

### In-game Instructions:

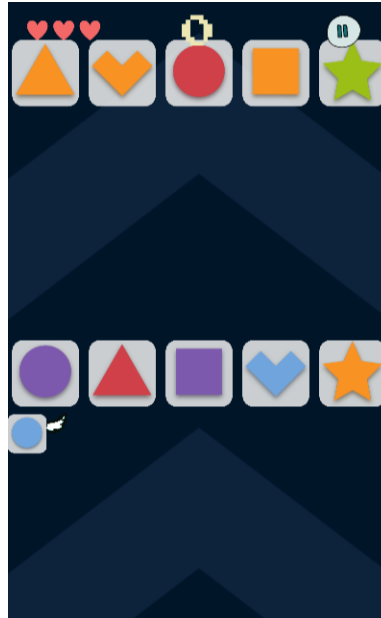


### Game Scenes (Three match conditions):

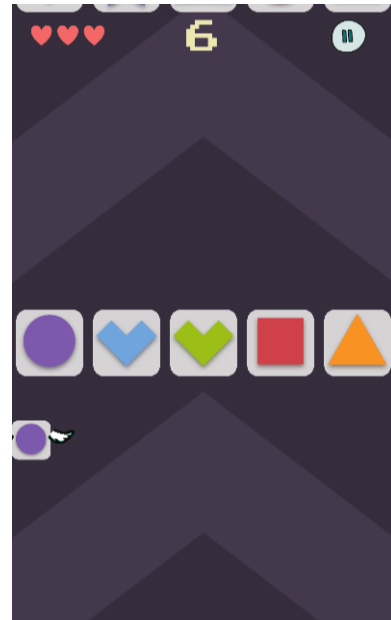


Matching Color ✓

✓✓

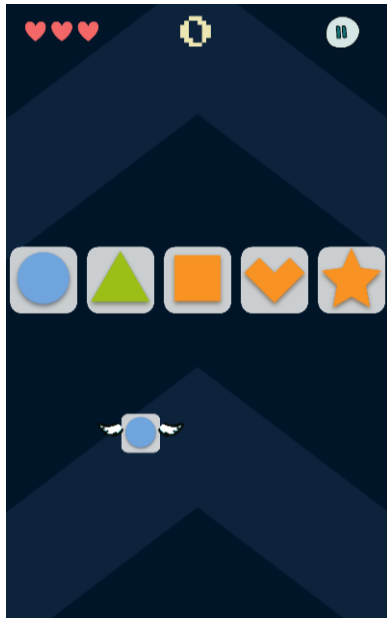


Matching Shape ✓



Matching Color and Shape

### Game Scenes (End conditions):



Unmatching Color / Shape leads to health decrease ✖

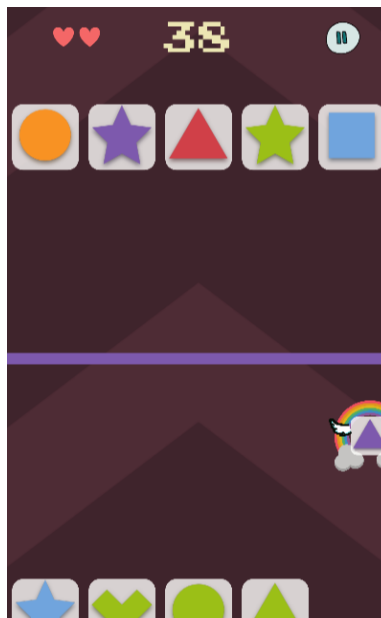


Running into Lethal Meteorite can end the game ✖

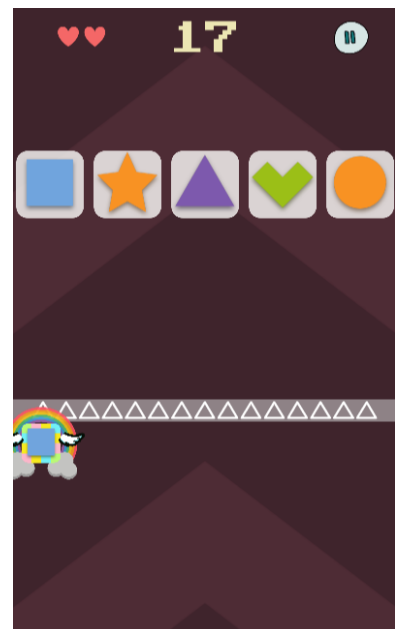
### Buff & Debuff Elements:



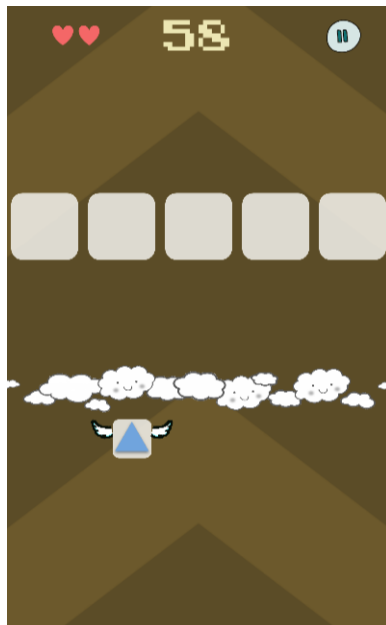
Invincible



Color Switcher



Shape Switcher

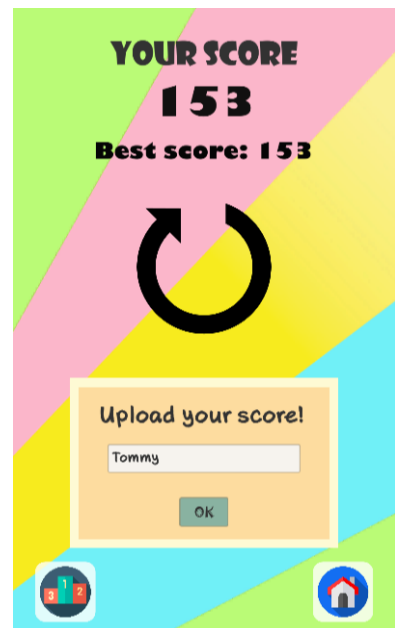
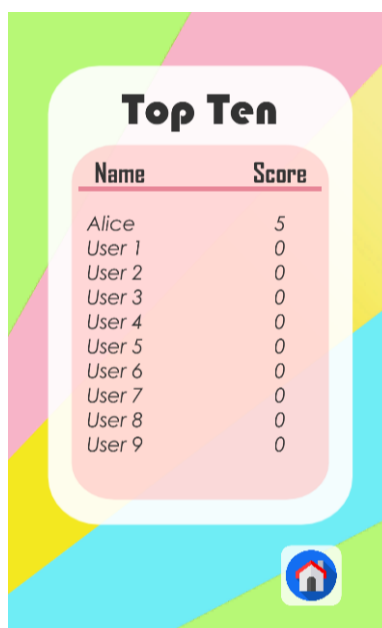


Cloud prop



Effects after hitting the cloud prop

## UI Design:



\* Upload your score to our backend and try to reach the TOP TEN!

### 3. Final Deliverables

- WebGL Link:  
<http://elasticbeanstalk-us-west-1-390966589492.s3-website-us-west-1.amazonaws.com/>
- YouTube Link: <https://www.youtube.com/watch?v=-js5qva4RS8>
- Feedback report:  
[https://docs.google.com/forms/d/e/1FAIpQLSciesMtuf2W0dxuqV24ltuupcKhHWU2R1Zqx\\_k3Mt\\_H0C-z6Q/viewform](https://docs.google.com/forms/d/e/1FAIpQLSciesMtuf2W0dxuqV24ltuupcKhHWU2R1Zqx_k3Mt_H0C-z6Q/viewform)