**Ludum Dare 42 – Running Out of Space**

Game title:

*Inferno by Dan~~te~~ Not So Brown*

Estimated total time to develop:

12 hours

Requirement Specification:

This game is inspired by the story *Inferno* by Dan Brown and the story *Inferno* by Dante Alighieri. The world is suffering by overpopulation. To fix it, a gas virus was spread all over the globe. To avoid it, you try to escape to hell (inferno) by throwing yourself in an endless ditch full of obstacles that you have to avoid.

The game will have the following scenes:

1. Backstory.
2. Main Menu.
3. Help.
4. Game.

Additional features I will add if I have time:

1. Power-ups.
2. High-scores tracking.
3. Animations.