**Infinite Staircase Mobile Game (Based on Overwatch Game Mode)**

General Game Wishlist

* Daily rewards for login and play sessions
* Challenges to give rewards
* Leaderboard for best Jumpers based on performance through game life
* Weekly reward for highest on Scoreboard for separate Game modes
* Collectables (Coins, Gems)
* Some Skins & Pets are earned through challenges (distance in one life, distance over lifetime, login streaks, friend recommendations, etc)
* Visually see friends/randoms playing the mode if online
* Marker to show the highest point players made it

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| **Classic Mode Gameplay**   * No Stamina Degradation | **Arcade Mode Gameplay**   * Stamina Bar (Faster Drain the Higher you go Up) * Scattered Powerups to help arcade gameplay (extra life/elevator/spam tap to jump up/ coin marathon/ auto jump/ etc) | **Time Breaker**   * No Staminia * Fastest Time to Get to 100 Steps |

Monetary Wishlist

* No Intrusive Ads
* Provide the Player the Option to watch long ads for bonus gems
* Gems are purchasable with real money (and within gameplay, at a low rate)
* Coins are not purchasable with real money
* Unlockable Characters via Coins (expensive) and Gems (Cheaper but more rare, $$$)
* Skins & Pets are either purchased with Coins or Gems, Perks are only Gems
* Pets! (they follow you up the stairs, and are sad when you fall)

Programming Wishes

* Platform Generation via a daily Seed

Game Structure Tree

Game Manager: Controls the start/end /restarting of the game state, counts points and updates score as necessary.

Audio Manager: In control of all the music/sound effects that occur on the app.

Level Manager: In charge of generation of the level by obeys the rules of generation given before the play session.

Player: Handles the inputs from the user, Deals with the state of the player,