

ROOTS RACE

Version 1.0

In this skill and racing game, the player controls a root in a competition with other roots. The player must use his skill to dodge obstacles and collect nutrients while traveling the longest distance. Each nutrient collected increases the speed for a moment, making it easier to overcome obstacles and obtain better scores.

The root that travels the longest distance in a time limit wins.

Player

1. Has a Nickname.
2. Has a specific color.
3. Can rotate the root at the left pressing "TURN LEFT" button.
4. Can rotate the root at the right pressing "TURN RIGHT" button.
5. Store the traveled distance.
6. Store a spawn point each time it's traveled a specific distance.

Root

1. Has the player color that represents it.
2. Moves always at a constant speed to down.
3. Can rotate to the left or right at max of 120°.
4. If hit an obstacle or another root, it returns to the spawn point and loses the traveled distance from the spawn point.
5. If hit a nutrient, increments his speed for a moment.

Obstacle

1. Spawn randomly on the screen and scroll with game.

Nutrient

1. It appears every time a certain distance is traveled and scrolls with game.

CONCEPT GAME SCREEN



