Title: Fish Run

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Somehow-Even-Less-Than-Stellar Studios

Genre: Endless Runner

Game Description:
        Our game is an endless runner with a fishy protagonist. The core mechanics involve jumping and crouching to avoid obstacles as you run. The game will get progressively faster as the player avoids more obstacles. There are power ups that will have a random chance of appearing for the player to collect. Some are good, some are bad, what the player gets is up to chance. The player has 3 lives and a high score will be kept throughout a play session. The goal of the game is for the player to live as long as possible by avoiding obstacles, collecting power ups and being his fishy self.

Technical Features:
- Increasing autoscroll speed
- Varying jump height depending on how long the player holds the spacebar
- Randomly placed prefabricated obstacles of varying height and width
    - Stationary ones along the ground
    - Moving ones in the sky (sea)
- Randomly placed powerups that can harm or help the player
    - Increased player speed
    - Decreased player speed
    - Temporary invincibility
    - Increased jump height
- Scoring system
- Life system

Artistic Assets:
Art
- Player
    - Walking
    - Death
- Obstacles
    - Seaweed/kelp
    - Other fish
- Ground
- Bubbles
- Game Start screen
- Game End Fish
Sound:
- Background music that is looping

- Death sound effect
- Powerup sound effect
- Impact sound effect

Implementation:
- Scoring system
    - Implemented in a way similar to Saucer Shoot, where you gain more points the longer you live
- Randomly generated obstacles
    - A selection of prefabricated obstacles and assigning weights randomly generate obstacles
- Autoscroll speed
    - As the player progresses, the speed will increase
- Jump height
    - Determined as a height limit for the player's jump. Once they reached that height, no more upward momentum could be added until they hit the ground
- Powerups
    - Implemented by modifying a player variable (movement speed/jump ceiling)
    - Invincibility is implemented through a boolean, preventing the player from dying/losing lives.
- Life system
    - The player has a set number of lives. Each death removes one life, causing the autoscroll to reset, leaving their highscore intact but reducing the autoscroll speed.
- Art
    - implemented with a combination of sprites and animations.
- Sound
    - Background music taken from Freesound.org under the Creative Commons Attribution license. The original can be found here: https://freesound.org/people/frankum/sounds/384468/
    - All other sounds were taken from Freesound.org under the Creative Commons 0 License

Distribution of Work:
- Sound: Tyler
- Autoscroll: Tyler
- Implementation of powerups: Tyler
- Jump height: Tyler
- Art: Liz
- Generation of powerups and obstacles: Liz
- Lives/Scoring: Liz
- Game start/ game ending

Schedule:

- Alpha (12/5)
    - Basic jumping
    - Single speed auto-scroll
    - Scoring/death system
    - Basic art
    - Random generation of obstacles
        - At least one of each generating
    - Powerups activatable through button presses
- Final (12/9)
    - Animated sprites
    - Full sound
    - Variable jumping
    - Increasing autoscroll
    - All obstacles and powerups randomly generating
    - Start menu

NOTE: We stuck fairly closely to our original schedule.

Inspirational Fishy Friends

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