Product Vision

The Game

Theme: You are a some sort of character that needs to escape from some danger.
Goal: Escape from danger while you avoid obstacles and enemies. The game is played on long finite levels.You receive a score based on how fast you complete the level and by collecting objects, e.g. coins that gives you bonus points.

Feature list

- The game's difficulty/speed changes if you tilt the phone to the right/left (in order to simulate uphill/downhill)
- Different levels/environments
- Different characters (possibly with different qualities)
- Power-up's - collectable items that give you som kind of temporary advantage
- Obstacles - static objects that the player needs to avoid, and able to jump up on
- Enemies - something that will slow the player down and cause the player to lose time
- Score - collectable items scattered around the level gives you bonus points if you collect them, you will also score points based on time (the shorter the time, the more points)

Screens

Start screen: Sound settings, choose character & start game.

Map screen: Choose level. Highscore and record time for each level.

Animations: In the beginning, telling the story of why the character is running.
After completing a level, showing the character reaching his home.

Game screen: On the left of the screen there is some sort of danger that is chasing the character. As the player, you need to jump and avoid enemies, by tapping the screen. The background is constantly moving to the left, which gives the illusion that the character is running to the right. You can pause the game by tapping a small pause-button in the corner of the screen. From the pause menu, you can resume the game or exit the level. When you reach the end of the level, there is a panel which displays your final score and time. If you lose, there is a similar panel from which you can only get to the map screen.

Project aim and target group

The app's target group is all android users who wants to pass the time and/or play a fun game. The aim is to entertain and challenge the player.

What makes this game unique?

There are many similar games with the same concept of moving through a horisontal course and avoiding obstacles. One of the features that makes this game unique is the possibility to change the speed (and therefor also change the difficulty) by tilting the phone to simulate that the character is running up a hill, or down a slope.

Many similar games also use infinite levels where the goal is to get as far as you can and collect points along the way. In this game the levels are finite, which leads to the player trying to finish the level as quickly as possible and/or try to get maximum points.