**RISE**

**Summary**

We are trying to escape from a pit by rising. There are fans all the way down and we are using an umbrella to use the air stream for flying. We get points as w erise and try to break the highscore. Endless , 3D, sidescroller, portrait.

If we put a cinematic scene at the start;

There is a pipe in the wall leading to the bottom fo the pit. Our character goes down in that pipe. After him and umbrella comes. Then fans open and we see air stream rising up. Then character takes the umbrella and after we swipe, umbrella opens and character rises.

**Character**

Out character is a child, has an umbrella and flies when it is open.

Character has 3 lives, loses 1 if he crashes into something, dies directly if he falls.

Character will have a wobbling animation everytime he hits something.

There will be an animation for every animation and picking that animation. The umbrella will glow or the character will spin around himself.

**Map and Obstacles**

We will see walls on right and left but really thin. Rising speed will increase after every 750 points.(Might be arrenged later)

*LASER:* There will be laser points on right and left. These lasers will charge for 0.75 seconds, as it charges there will be glowing red light for player to notice. After charging, laser will be active for 0.75 seconds and can damage while active.

There will be laser groups on each other, activating in a queue. That will require good timing to pass.

*FALLING OBJECTS:* Rocks and similar objects will fall from top, if it hits player will lose 1 health point. There will be a warning at top where the rock will enter our screen, 0.5 seconds before it enters.

*FLYING OBJECTS:* Similar to falling ones, just coming from bottom and rising faster then player.

*PLATFORMS:* There will be platforms which player can stand on. When the fans stop, we shall use them to not fall.

*NARROWINGS:* Walls will be narrow time to time. Might have a zigzag shape after narrowing.

**Buffs**

Buffs will stack and can be used anytime we want, one at a time.

*JETPACK:* When used, a jetpack will apper behind character. Character will rise really fast leaving a smoke behind.

*LIFE:* Character will have 3 lives. Heart icons will be at random places, rarely appearing. If health is not full we will have +1 health when picked up.

*SHIELD:* When used, obstacles, rocks, lasers will not hurt. Lasts for 4 seconds(might change later)

*TIME:* When used, time will slow down. Lasts for 4 seconds(might change later)

*GUN:* When used, character shoots at the touch location. Bullet destroys rocks, obstacles, laser sources, platforms. It has 5 bullets. Lasts until all 5 bullets are shot, other buffs can’t be activated if any bullet is left.

**Economy**

Buffs can be bought with coins in game. Player will gain coins every end of the run. Coin income will be 1/3 of the score. Score increases by 4 points every second.

When played for 5 minutes, score will be over 1000 and incoming coins will be over 300.

* Jetpack 450 coins
* Slow time 400 coins
* Gun 350 coins
* Shield 300 coins

Other than buffs, some costumes can be bought with coins. And some with ads. Costumes that cost ads watching will also require coins.

Cheapest costume will be worth 500 coins. Could go up to 10.000.

**Income and Cosmetics**

There will be umbrella costumes, gender changes, buff changes with coins. We can gift costumes after breaking high score or after a certain score.

There can be other objects than umbrellas, just needs to be in a good shape for flying with air stream.

Jetpack animation must be satisfying, so jetpack will have special costumes.(Character can even go in a spaceship)