**Corridor Adventure**

**Summary**

A runner game that player can move on ceiling or right and left walls, besides the floor. The corridor will be looking slightly downwards so player can slide.

Game will be of phases that each one has 4 levels. First 3 levels of each phase will proceed on only ceiling, walls or floor. Then the 4th level will allow the player to switch walls, sometimes even push the player to change it.(For example the floor could fall, right wall could have spikes on it.)

Phases will exist for player to feel the progress. Also they will want to complete the phase before closing the game.

**Gameplay**

* Walls, ceiling and the floor will have 3 lines(similar to subway surfers)
* Progress on floor: By running, sliding, on a skate board or surf board if there is water.
* Progress on ceiling: There will be 3 pipes on the ceiling as lines. Character will hold onto them by a hook, magnet or such tools.
* Progress on walls: Wall run. There will be platforms with 45 degree to jump to other wall, parkour style.
* When swiped from bottom to top of screen, character will jump on ceiling(if the ceiling is available). Swipe to right and left will switch lines. Character is going to jump to side walls if clicked on the wall.
* Player will collect coins along the way. 70% of the coins must be collected to proceed to next level.
* There will be a 2 sided door at the end, coins will fill doors keyhole with an animation. If coins are enough, door will open and character will move to next levels starting position.

**Start Screen**

* Character is in the middle, run starts with swiping.
* On the bottom of the screen there will be a HOME button(gameplay screen), left of it there will be a LEVELS button (progress will be seen as levels) and on right there will be a SHOP button(skins and cosmetics)

**Challenges**

* 1 of 3 lines in walls can shatter and fall. For example right line of the floor might fall and player needs to move aside or change wall sometimes.
* When moving on floor or side walls, parts of ceilings can fall too.(Player should Dodge the falling pieces) The part that will fall is going to shake before falling to warn the player(falls after shaking 0.5 seconds)
* In levels that we move on side walls or ceilings, there won’t be a floor.
* When moving on side walls, columns might appear and character falls if hits.

**Economy**

* There will be ads before every 4th level.(Before ending every phase)
* There will be costumes that will be bought by watching ads.
* There might be costumes that will be bought directly by money.