

# **Net Runner**

## **Game Title & Theme**

In Net Runner, the player controls a digital courier moving through a cyber themed network to deliver important encrypted data. The goal is to safely transport data packets across the grid before being taken down by enemy viruses. The game is fun because it combines movement through tight spaces, enemy pressure, and strategic power up use, which keeps the player constantly engaged.

## **Core Gameplay**

- Player Goal: Deliver all required data packets to their correct delivery locations while staying alive.
- Win Condition: All deliveries are completed.
- Lose Condition: Player health reaches zero.
- Time Limit: There is no strict time limit, but the game tracks how long it takes to finish the level.

## **Game Objects & Mechanics**

**Player:** The player controls a digital courier character. Movement is done using WASD keys for smooth 2D directional movement.

**Collectibles / Pickups:** The player delivers data packets. There are three total deliveries required per level. These spawn at fixed locations within the map.

**Obstacles / Hazards:** Enemy AI patrol the map and chase the player if detected. When the player is hit, they lose one health point, briefly flash to show invincibility, and a hit sound plays. If health reaches zero, the game ends.

**Delivery Zones:** Deliveries are completed by entering the correct delivery node while carrying the current data packet. Once all required deliveries are finished, the player wins.

## **Level Layout**

The level is built as a connected network of corridors with a central hub and branching paths. There are tight chokepoints that increase tension when enemies are nearby. Delivery locations are placed in different areas of the map to encourage movement across the entire layout.

## **UI Feedback**

The player sees a timer that tracks completion time, a delivery counter showing progress out of three, the number of enemies, and heart icons representing health. An arrow guides the player toward the next objective. At the end of the game, a win or lose screen appears with restart and quit options.

## **New Twist**

The game includes two power abilities. One freezes all enemies temporarily. The other allows the player to eliminate enemies for a short time. This adds strategy because the player must decide whether to use abilities to escape danger or clear a path more aggressively.