**Design**

- Master Document -

For SubwaySurfersClone

Lead Designer

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# Controls

## Keyboard

* WASD or arrow keys to move, duck, jump
* Esc for options

# Mechanics

## Player

* Player is perpetually running through a cityscape with moving obstacles coming towards him randomly
* Player can move left and right between 3 lanes
* Player can jump and duck
* Player can collect power ups and coins that randomly appear

## Points

* Player score increases based off of distance traveled

## Powerups

* Jump boost
  + Allows player to jump higher
* Time freeze
  + Slows down time
* Jet pack
  + Allows player to fly over the track

## Shop

* Player can customize their skin and purchase upgrades to the power ups using coins