# Default Sections

Planned starts: 17 (+ 3 custom / 20)

Want stars: 20 (+3 custom / 23)

Out of possible stars: 24 (+8 custom / 32)

# Input

3 stars

Swipe left/right for turning  
Swipe up for jump  
Swipe down for returning to ground  
Tilt left/right to strafe  
Tap repeatedly on screen to perform magnetized coin pickup  
“Rotate” with two fingers to turn ship vertically  
  
Player Interaction  
3 starts

Ship can “jumb boost” up (smooth)  
Ship can also go down faster from a jump with swipe down (smooth)  
Camera is always behind player ship (smooth)  
With swipe left/right ship turns 90 degrees (smooth)  
With tilt left/right ship strafes on track (smooth)  
Smooth camera following / turning

# World Interaction

3 stars

Ship collides with walls and obstacles  
Coins can be picked up (also by tapping magnetization is done on pickup)  
Score is displayed (amount of coins collected)  
When player falls off track, -1 lives  
Some obstacles move, intersections can also have other ships  
Coins are animated  
Optional/maybe: pickup animated

# Enemy Interaction

2 stars

Hitting obstacles slows you down  
Too slow speed = hit ground = lose 1 life  
Warning alerts on too slow speed  
Enemy ships react to terrain

# Decorating the game

2 or 3 stars

3D Models  
Straight sections, crosses, bridges, broken pieces, obstacles, coins, normal sun light and additional lights  
Sounds for ship, movements, enemies, collisions, etc  
Procedurally generated track/world

# Animations

1 star

3D Models  
Floating ship animation, smooth turning and movements  
Enemy ships have same animations

# Game Polish

1 star

Main menu  
Game over menu  
Score feedback  
GUI sounds

# Optimizing the game

2 stars

Instance pooling for all objects that can be instance pooled (coins, objects)  
Profile and optimize game in bottlenecking points  
Clean scripts  
Optimize game meshes / LODs etc.

# Custom Stars

Max 8 stars

Game saving/loading  
Online scoreboard  
Checkpoints  
Shooting and exploding obstacles / other ships

# Old version of document

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The game will be a simple forward going run game.

You can turn 90 degrees each time you turn.

The level will be procedurally generated and multiple possible paths.

The player will be controlling a flying jet/spaceship like vehicle that will hover.

Obstacles will be present and should be avoided by the player. When the player loses too much speed, the ship will not be able to float, touches the ground and will be destroyed.

The camera will be always behind the ship.

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You will be able to swipe up to “jump boost”, swipe left to turn left, swipe right to turn right. Swipe down to go to the ground after jumping.

The player can pinch on the screen like zoom in/out to make the ship be smaller/faster (“zoom in”) or bigger/slower (“zoom out”).

Tilt controls will be used to control the horizontal position of the vehicle on the track. (strafe movement)

The score that will be displayed is the coins amount the player picked up (and combo’s like more coins within a small timeframe). Player can use taps to magnetize the coin pickup.

If the player jumps off the track or destroys the ship the player loses 1 life. After losing a life three times it’s game over.

Game will of course have collisions and sounds for everything.

The levels will be old street looking but the vehicle futuristic.

A city or either desert landscape, or in-air landscape will be used.

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The game will feature a main menu, game over menu, score display and optionally a scoreboard/menu.

The game will pre-load all possible assets that benefit from instance pooling so they will be pooled.

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There will be other flying ships on, example, intersections that will try to collide with you.

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Possible additions:

* “shoot” obstacles/walls
* Online scoreboard
* Checkpoint/save/load game