**WEEK1 (TASK -5)**

**Game Concept Document**

**Game Title:**

City Runner

**Game Type:**

2D Endless Runner Game

**Game Overview:**

City Runner is a simple 2D endless runner game where the player controls a character running through the city streets.  
The goal is to avoid obstacles, collect coins, and run as far as possible to get a high score.

**Core Gameplay:**

- Player taps the screen (or presses spacebar) to jump.  
- Character keeps running automatically.  
- Avoid obstacles like trash cans, barriers, and holes.  
- Collect coins on the way.  
- Game ends if the player hits an obstacle.

**Key Features:**

- Simple one-tap control.  
- Endless running with increasing speed.  
- Coins collection for high score.  
- Simple, colorful city background.  
- Easy restart after game over.

**Target Platform:**

Mobile Devices & PC (Windows)

**Visual Style:**

- Cartoon-style graphics.  
- Bright city environment with trees, roads, and buildings.  
- Simple character design.

**Sound & Music:**

- Light, upbeat background music.  
- Jump sound and coin collection sound effects.

**Why This Game Will Be Fun:**

- Very easy controls (just tap or press to jump).  
- Fast and exciting gameplay.  
- Simple but addictive for players who like high scores.

this is the example of subway surfers .