**GamePlay Design**

Summary – in 2-3 sentences, describe what kind of game you will make

It will be a running, fast paced, 2D side scrolling game (like Mario) in which you run from something [that you are being chased by], jumping obstacles and gaining power-ups.

Setting – think about where your game will take place…what kind of background image(s) will you need?

A changing city scape, that may or may not evolve as you run through.

Character 1 – describe what this character will look like, if they can be controlled with keys or the mouse, what actions they will have, etc.

It will be a human that becomes a sideways blur when running. Main character, controlled with arrow keys and spacebar.

Character 2 – describe what this character will look like, if they can be controlled with keys or the mouse, what actions they will have, etc.

It will be a monster that is not controlled by the player, but is chasing it. If this character catches the player, the game ends.

Item 1 – what will happen if a character interacts w/ this item, is it helpful/harmful, etc.

The first item will be a gun, that will help you blast through items, but you only have a limited number of bullets.

Item 2 – what will happen if a character interacts w/ this item, is it helpful/harmful, etc.

The item will be a crate, which will simply be an obstacle, and can be blown away with a gun. (Must be jumped over).

Game Variables – what types of things will you need to keep track of during your game? This could include health, points, lives, quantities of items, etc.

The time, the bullet number, whether he has a gun or not, whether he’s touching the ground or not, whether something is in the gun’s way, and what it is, whether the game is lost, and I can’t think of any more now.

Ending condition –what has to happen for the game to end? Does it continue until the player dies? Is it time-based? Do you win if you get a certain number of points?

This is an infinite game which only ends when the player dies, by getting caught.