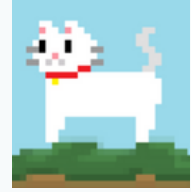# AMEOWZING ADVENTURE

Put your walking paws on! Join the adventure and explore the different environments all around the world, but be careful about what you might find!

Features

Ameowsing Adventure is a **2D Endless Runner** where you, a mundane house cat, decide to go on an adventure and explore **different environments.**

In terms of **movement**, there's a little twist. **Breaking away** from the typical, **repetitious mechanics** seen in most endless runners, **each environment** provides you with a **different type of movement mechanic.**

During your journey, you will encounter **special items** that allow you to **traverse between environments.** Catch them, and you'll receive a **stacking point multiplier**, miss them, and you **lose all multipliers**.

Be careful because you'll encounter **all kinds of obstacles** that appear randomly in your path. You have to **adapt quickly** to the different **obstacles** each **environment** brings and **learn** how to avoid them.

As you progress, you get ever more eager to discover. The **longer you explore** the **faster you move**, and the harder it is to avoid the dangers of the world.

While you get some of the usual **Endless Runner** experience, in this game you can **move** the character **within some bounds**, instead of mostly staying in the same place.

Run as far as you can and claim the **high score** as your own!

Overview

Player Motivation

The player will explore different environments and mechanics while avoiding obstacles to stay alive, at an ever-increasing pace, accumulating points and multipliers for as long as possible to get the highest score possible.

Genre

Endless Runner

Target Audience

Players who like the feeling of surpassing themselves.

Players who like novelty and diversity.

Players who like games that require fast reflexes, quick adaptability, and learning skills

Fans of Endless Runner.

Inspiration & Competition

Subway Surfers, Zombie Tsunami, Ski Safari, Chrome Dino

Target Platforms

PC, mobile (coming soon)

Unique Selling Points

The challenge of this Endless Runner is not to mechanize the gameplay or train muscle memory.

Experience an ever-evolving game world as you choose when to change the map every 10 seconds.

Adapt and Learn new movement mechanics and different types of obstacles every time you change

environments, be prepared, you never know what comes next!

Design Goals

Novel and diverse: bring some change and need for adaptability to a genre where gameplay is usually mechanized and repetitive.

Accessible: although different, the mechanics are simple and easy to understand.

Engaging Learning Curve: provide players with a smooth learning curve, allowing them to adapt and master new mechanics as they progress through the game.