

# Spacecapade

Team TEAM

Kenneth Lombardi – Tech lead

Steven Peng – Design lead

# Game

- First-person arcade runner with collecting and avoiding objects IN SPACE!
- Player is scored on distance traveled + rings collected while racing against the clock
- Player may move in any direction as well as boost to travel faster
- Mobile game using tilt controls to move

# Since Prototype

- Gameplay
- Menus
- Feedback
  - Sounds
  - Camera shake
  - Collision timer bonus
  - Checkpoint!

goto Game