## UNITY AUTORUNNER PROJECT: TEST1

Goal for v1:

# Future Ideas: 1. START Screen (?) TOP SCORE screen (?) Working Character Screen 2. SELECT Screen 3. GAME Screen (IN THE AIR) Dash Mechanic Power Ups 4. GAMEOVER Screen -OVERALL Add more characters

## 4. GAMEOVER Screen

- Shows Score correctly
- Select Button goes to 2.SELECT
- Home Button goes to 1.START

flesh out one character

## Info 1: START Screen

### 1. START Screen Working Start Button

Working Stamina Bar

Working Score System

Show Character

2. SELECT Screen

3. GAME Screen

- a. Top Score System b. Current Character Selection
  - c. Start Button
  - 1-1: CHARACTER Screen
  - b. Selected Character c. Locked Character

a. Unlocked Character

- d. Next Selection e. X to close Window
- Coin Collectibles

Give user score by simply

(?) Working Character Screen

- Jump, Double Jump

- Retry Button goes to 3.GAME

- b. Retry Button

## Game MAIN IDEAS

- Theme: WIP Main Gameplay:
- Stamina based

### 2: SELECT Screen

- a. STAGE 1 Selection
- b. STAGE 2 Selection c. Future Selection

- 3: GAME Screen a. Stamina/Health Bar
- b. Score UI
- c. Character Running

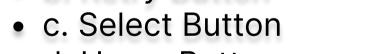
- d. Home Button

- Movement
- Power Ups Boost
- Super Moves
- Score System
- User gets score by simply

## 4: GAMEOVER Screen

- JumpDouble JumpSlide
- (IN THE AIR) Dash
- more score
- running 10, 100, 1000, 10,000 coins
- Power Ups (Out of Game)
- Have character move or

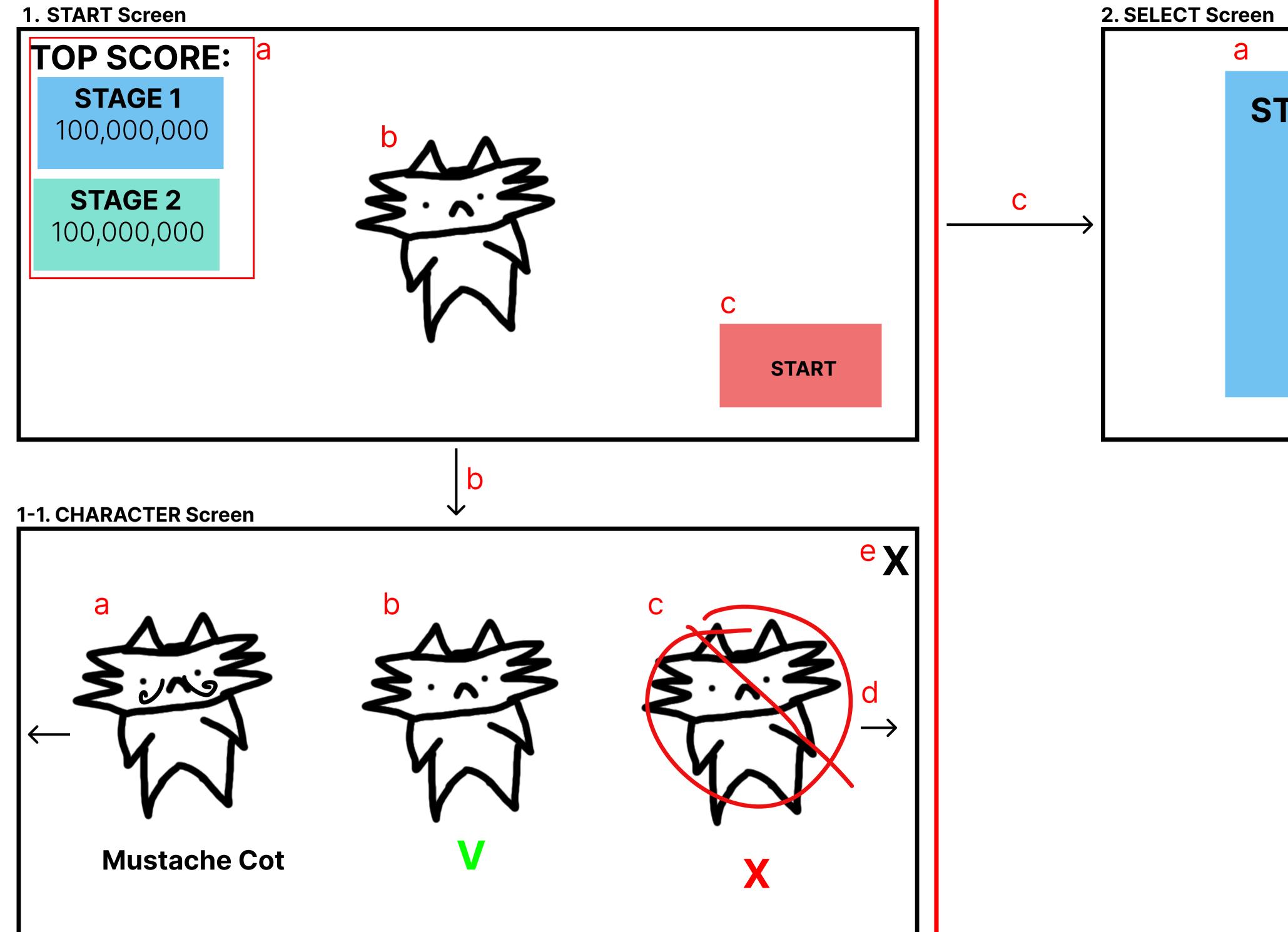
## a. Total Score

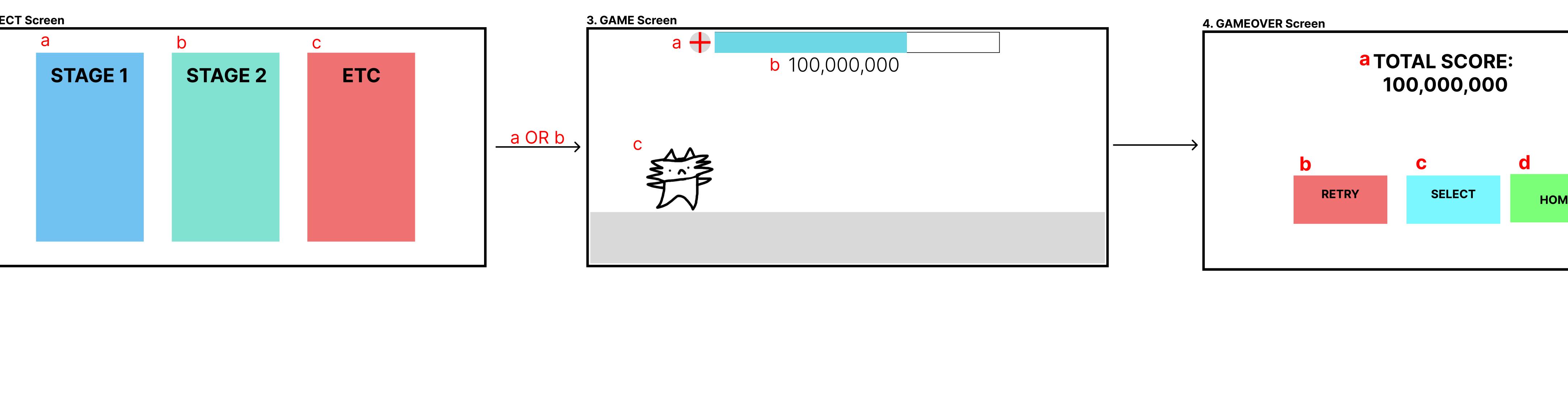




- User super move gives them

- environment move?





1. START Screen

→2. SELECT Screen

→3. GAME Screen