

PRODUCT REQUIREMENTS DOCUMENT (PRD)

Project Name: Shadow Rise – The 100 Trials

1. Product Overview

Shadow Rise is a 2D mobile platformer game built using Expo (React Native). The game contains 100 progressively difficult levels divided into 10 worlds. Players earn coins, gems, and XP while completing levels and defeating enemies.

2. Target Platform

- Android (Primary) - Built with Expo + React Native - Physics engine: Matter.js - Game engine: react-native-game-engine

3. Core Gameplay

- Side-scrolling 2D platformer - Jump, Double Jump, Dash, Wall Jump - Physics-based gravity and collision - Checkpoints every 3 levels - Boss fight every 10 levels

4. Level Structure (1–100)

World 1 (1–10): Forest – Easy World 2 (11–20): Cave – Easy-Medium World 3 (21–30): Snow – Medium World 4 (31–40): Desert – Medium World 5 (41–50): Lava – Hard World 6 (51–60): Sky – Hard World 7 (61–70): Factory – Very Hard World 8 (71–80): Haunted – Extreme World 9 (81–90): Cyber – Extreme+ World 10 (91–100): Shadow Kingdom – Ultimate Boss

5. Difficulty Scaling

- Increase enemy speed per level - Increase gravity slightly per world - Add new trap types every 10 levels - Advanced AI after Level 60

6. Reward System

- Coins: Earned every level - Gems: Rare, found in hidden areas - XP: Based on performance (speed, no damage) - Rank System: Bronze, Silver, Gold, Diamond, Shadow Legend

7. Monetization (Optional)

- Cosmetic skins purchase - Rewarded ads for extra life - Premium version unlock (No Ads + Bonus Skin)

8. Technical Requirements

- 60 FPS smooth gameplay - Save progress using AsyncStorage - Sound effects and background music - Optimized for mid-range Android devices

9. Future Enhancements

- Online leaderboard (Firebase) - Daily rewards - Character skill tree - Secret Level 101
