Get The Buggies Design Doc

* Infinite Sidescroller
* Obstacles
  + Slight delay when hit
  + Can jump on top of or around depending
    - Couches, tables, chairs
* “The Hand”
  + Makes you flop (lose) if it reaches you
  + Always at the left side of the screen
  + Speed increase?
* Toys
  + Give points
  + Maybe Floating
    - Mouse toys, hair band, a little ball, plastic bag
  + Red dot laser pointer (extra points)
    - When the red dot is collected, laser pointer falls behind player
      * Risky back-tracking mechanic – collect laser pointer for 2x points!
* Mechanics
  + Super jump (w + space)
  + Crouch (s)
  + Left, right (a, d)
* Game Loop
  + Starts stationary, hand enters left side
    - Hand goes ‘rarara’ and then screen begins to move
  + Screen has variable speed