Game Idea 1: Dash&Run Remastered

Goal:

Try to run the fastest! By pressing a or s, you could slow down and speed up. A counter will be shown to show you how fast the player is running. It increases at a different amout depending on your choice. Going too fast may result in you crashing and causing to lose health. Lose all health and its game over.

Game Objects:

Two. One is the ground, which is a simple green rectangle with a coloring that resembles grass. The second one is the character. The character will have two frame animations of running, happy running, and tripping. Increasing your speed allows your speed rating to go higher by a random number multiplier. Decreasing your speed allows your speed to decrease by roughly half. Going too fast results in you losing health depending on how fast you’re going as well as slowing down tremendously.

Sounds:

Background music, a happy ding when you successfully increased your speed, and a sad ding when you tripped.

Controls:

When prompted, A increases your speed and S decreases your speed.

Game Flow:

Start, you’re speed is 10 and your health is 100. You immediately begin.

Levels

Only one. Difficulty increases as you try to get the highest speed possible without killing your character.