**Game Description:**

Trash Dash is a unity sample project in the style of a 3-lane endless runner. The player is tasked with collecting currency while avoiding various randomly spawned obstacles as they slowly get faster and faster. The player can switch lanes, jump, and slide in order to avoid taking damage. The player can collect fishbones to spend after each game, along with the rare premium currency that can give you special boosts. The player can also collect power ups that improve their ability to succeed, like being able to grab fishbones without touching them, or become invincible for a short time. The game only ends when the player takes enough damage to die, but they can always play another round.

**Sound Requirements:**

1. Sound effects

Most sounds will be one-shots that communicate in-game actions. Some, but not all will use pitch and/or speed randomization.

1. Interface Sounds

Another large portion of the sound work will be for interactions with menus. These will likely just be asynchronous events.

1. Ambience

The ambience of this project is quite small. I think that I might end up only having two different ambient loops in the game, both with multiple sounds and volume parameterization.

1. Music

The only music I have to do is a quick stinger for the game ending.

1. Dialogue

There is no dialogue.

<https://github.com/mvh9602/EndlessRunnerSampleGame>

https://docs.google.com/spreadsheets/d/1NIaBOYe2o41eIQ8FMMB3I-FCXAQ-lM9IRLgWk8YVqDA/edit?usp=sharing