**Rules:**

This game is designed as a slide scrolling, racing game with challenging obstacles and multiplayer functionality. The player navigates his way through a course while avoiding the barriers. The courses are planets like the sun, the moon, and the earth. Hitting a barrier or being affected by the enemy’s attack will result in a loss of a life. With the different courses, there will be different environments, obstacles, sounds, enemies, and gameplay. (ie the intensity of gravity) When a player reaches zero lives in story mode, their game is over.

* In story mode, the player will begin with 5 lives.
* In time trial mode, the player will begin with 3 lives.
  + Points will be given for each remaining life at the end of the game. (ie. 5 second bonus)
* In challenge mode, the player will begin with 1 life.
* In multiplayer mode, players will have infinite lives.
  + Points will be deducted for each death (ie. 10 second penalty)

**Core Mechanics:**

The game is over when the player reaches the finish line, their time runs out, or they run out of lives. After a death, the player will be placed at a respawn point at the beginning of the current obstacle.

In story mode, players will gain points based on point thresh holds and by collecting randomly generated free life collectables in the obstacles. Points will be given based on level completion and lives remaining, with a point’s multiplier given for the difficulty level. In addition, a bonus will be given based on how much time is remaining.

The player will use the arrow keys to guide their spaceship through the obstacles. The left and right arrow keys will rotate the spaceship, while the up key will provide thrust. The down key will do nothing. The ‘p’ key will pause the game and bring up a menu.

While navigating the menus before gameplay, control will be directed via the mouse. To select an option, the user will simply click over a menu selection.

**Evaluative Output:**

The player will comprehend the outcome of their decisions by sound effects and graphics. When the player starts the game, he will be asked for a username that will be used to record his score. Then there will an introductory menu with slow instrumental music to indicate to the user to choose one of the options provided by the menu. If this is the user’s first time to play, a short tutorial of the game will pop-up. The arrow keys will tell the user to flip though the steps to understand how to make smart decisions and what to expect in the game.

During gameplay, the player’s object will wait for the user to press the arrow keys. Then the countdown will begin which will signify to the user to prepare him or herself for the race. When the countdown hits zero, the music will change to a faster paced music tone and the player’s object will emit sounds and graphics to represent the player’s movement and direction. (ie exhaust) There will be walls or enemies that the user will perceive as obstacles to avoid. The walls and floor will have the appearance of solid, unmovable objects. When the user hit one of these boundaries, the player’s object will exploded and emit a crashing sound. Then a menu will pop up to show that the user lost one of his lives, and gives the user another chance to try again. The game will then go back to the countdown waiting for the user to press the arrows keys. The enemies will also resemble threats either by shooting projectiles or moving into the user’s pathway. The game will communicate defeat by an enemy with explosions and crashing sounds followed by the pop-up window to try again with one less life. After the user has used all of their lives, a different pop-window will simulate that the game is over with the user’s score and a list of the high scores. If the player achieved a spot on the high score list, the player’s username will be highlighted on the list.

The end of a stage or a level will be signified by a player’s object crossing the checkered finished line. When this happens the user will see a window that will calculate the player’s score and then provide the way to the next level. When the user hits this button it will bring the player to the next level’s countdown.