

# The Cleanup Crew

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**Keywords** - top down endless runner, arcade, Games change, colourful, pixel art

**Target player experience** I want the player to have an educational experience and be rewarded every time the player does something right such as deposit bottles in the bin or help an animal cross the street . The players will have to think quickly and plan their route to do as much good since the player cannot move back only forward.

## Core Diagram

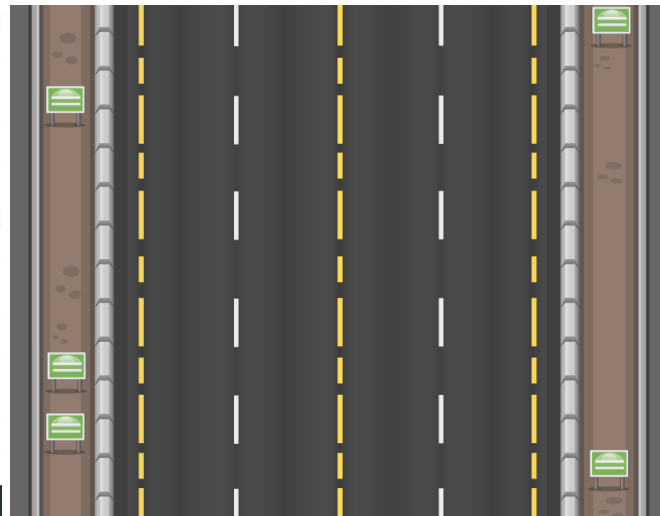
1. Core Mechanic: switching lanes
2. Secondary Mechanics:
  - a. Collecting plastic bottles
  - b. Depositing bottles in the bins
  - c. Using abilities (invincibility, 2x bottles, etc.)
  - d. /// if extra time
    - i. Timing the slide into alleyways that contain the bins
    - ii. Help a turtle / frog / chicken cross the road
    - iii. Get a football off the road
3. Progression: Get as many bottles in the bins as possible without getting hit by a car
4. Narrative: It's a hot friday and you look at your watch. It's almost five o'clock and you're just halfway through your trash route. Complete your route and get to the weekend!

**Minimal Viable Interaction** - My MVI would be a playable game where the player is able to switch lanes, collect and deposit bottles. An initial build will be using primitives as placeholders until art files are created/found. The controller for cars on the street as well as a collision detection system will also be functional so that the user will have moving obstacles to avoid. This is the minimum since it gives the player the core task of cleaning up while still providing a challenge such as avoiding cars.

**Platform(s)** - Windows, Mac, IOS and Android

**Reference images/videos** - Please add a short description of how this is relevant to your game (mechanic, art, theme, etc.). There is no limit to how many references you can have.

## Art Style:



## Colour Palette:



## Mechanic:

