Game Maker Project – Diana Liang

Format: Phone, Tablet, PC

Title: CatRun

Type: Platform game (Endless runner)

"**Endless running**" or "**infinite running**" **games** are platform **games** in which the player character is continuously moving forward through a usually procedurally generated, theoretically **endless game** world. **Game** controls are limited to making the character jump, attack, or perform special actions.

*Description*

Cat Runner is a 2D, side-scrolling infinite runner game filled with endless fun and purrfectly cute cats. In this game, your goal is to help a cat (jump, leap and slide/roll to) avoid obstacles as they travel towards the fish market. Along the way you can collect or purchase fish bits and coins to help you with your quests.

Features

* Pause button at the top corner. Unpausing, the screen will countdown from 3 and continue where it left off
* Start/home page will include: title, play button, settings, character selection, shop and display best score and money
  + It also will have interactive animations
* After players lose the game, GAME OVER page will drop down showing best score, score achieved, money earned, restart button and home button
* Tap to jump, double-tap to jump twice in midair. Additional game controls consist of swipe down to slide under obstacles (if I have time).
* Newbie Tutorial + quests and “help” (?) button
* Levels based on distance and EXP – but the difficulty also increases
  + more obstacles are added and terrain speeds up
  + Speeds up as time goes on, requiring faster reflexes and reaction times (will eventually top out because tapping at the speed of light might begin to lag the game.)
* Score will be represented based on “distance” and points can serve as added-on bonus”.
* Character selection
  + Costumes
  + Other avatars with unique animations
* Remember and displays high score. If record broken, there is a NEW HIGH SCORE screen.
* Revive feature with countdown where they have to spend in-game currency
  + With mobs, players can shoot at them or jump on them etc.
* They can unlock “modes” through bonuses so they have to play games like
  + flappy bird
  + ladder game
  + play with platforms they have to JUMP ONTO, adding a layer of difficulty
* “Animated” So the cats look as if they are running/walking and jumping/landing

Addictive Features

* CATs – that’s the only thing, nothing else
* Endless running with increasing difficulty and new things introduced the further they get
  + Start dropping coins worth more after the 3 “fish market”.
  + Each fish market leads to increase in speed, more jumps, and introduction of mobs
  + Each “fish market will be 100m, 500m, 1000m, 1750m, 2500, 3500, 5000, 7000m
  + 4 m = 1 seconds to start off but starts increasing
* High score system that makes them want to break their record
* Pleasant Music and UI