The Paper Boat

# Genre

* Endless Runner

## Theme

* Low Poly, Brook

# Target Audience

* All ages, Casual Gamers.

# Fun Elements

* Ripple Physics
* No Character controller
* Special enemies

# Game Pieces

* The Boat, Ripples

# Player Turns

* Create Ripples
* Dodge obstacles
* Collect slips
* Maintain speed

# Long Term Fun

* New Boats
* New Environments
* Power ups
* Challenges Notification

# Obstacles

* Pad-static
* Duck-slow moving
* Fish-fast moving
* Bridge-obstructs tapping
* Rocks- side
* Island-boat gets stuck even when it’s close to it.

# Collectables

* Slips
* Soul

# Monetisation

* New Themes
* Buy Slips
* Retry
* Snap Shot

# Player engagement

* Gift Notification
* New Boats

# Gameplay elements