# **Dog on the Run**

Dog on the run is a story of a dog that has newfound freedom. Being cooped up for long period of time, it’s time for the dog to venture into the open world and explore the different parts of the world. However, the world is not always a safe place, and there are many dangerous obstacles and terrain that one needs to traverse whilst running through the world. Control your very own dog as you save it from running into obstacles and jumping over dangerous terrain that may end the exploration of the beautiful colorful world. 

## Procedure:

Users will have a opening screen that shows the control of the game, showing the possible keys that the player can interact with to control the dog. (Space and arrow keys), after this initial screen, the user will be thrown into the world and try to traverse the obstacles and terrain.

## Mechanics:

Side-scroller game that moves the camera from left to right, player controls a sprite that can jump, crouch down. The terrain will also be of different elevation depending on the playtime elapsed. The difficulty is to be increased incrementally over time and speed of the sprite will be increased as time is passed.

## Rules:

* Game ends when sprite doesn’t jump to the next elevation.
* Game ends when sprite hits an obstacle object.
* Game starts off easy, but difficulty will increase incrementally over time.

## Resources:

* Sprite: The sprite will be representation of a dog, this will be controlled by the player, interaction will be handled by spacebar and arrow keys.
* Obstacles: This obstacle will include sharp spikes, trees, and potential dangerous objects to land on/slam into.
* Terrain: Terrain will be generally flat, but as time goes on, there will be more varying levels of elevation and there will be valleys (holes) that the sprite can jump over or fall into, ending the game.

# Author: Aloysius Lim