

rapid game prototype:

In this natural take on a classic infinite runner, a frantic monkey tries to escape from her lifetime home to as deep into the as possible before all the trees are knocked down by some gorilla dude. She must move as quickly as possible to avoid capture by the overtaking species while collecting enough food along the way to keep her energy up.

How far horizontally from center you click determines how far in that direction you are going to swing. As long as you hold down on the mouse then that's how long the monkey will hold onto the branch. So short hold to try to reach lower branches that are far away or long hold to reach higher branches that aren't as far. Possibly implement some power ups like super swing if you collect a certain amount of consecutive bananas. The gorilla is chasing so cant just continue to swing around a branch or she will knock down the tree.

Autotellic goals



