Endless runner project p2.1

Ideas

1. Reversed
   1. You run / fly to the left instead of to the right.
2. Shapes
   1. You need to change in different shapes to survive.
   2. The colors change all the time to make the game harder.
   3. Different shapes in the walls that are coming to you.
   4. Your character snaps when you change height.
   5. The max speed of the walls coming to you, increases after every (five) walls to a certain top max speed.
   6. Retro / funky music.
   7. High score system. (Online).
   8. If you lose a certain times in an specific amount of time, the game will be less harder.

Shapes

Concept

* You start as a cube that needs to survive the walls that are coming at you as long as possible. The walls don’t always have a cube shaped hole in it, so from time to time you need to change your shape and height to fit. The further you come the faster the walls come at you.
* Once you hit a certain level number, the colors of the game start to change to make the game a little harder.
* There is a wall counter that multiplies the points that you would normally get if you complete one wall. If you hit a wall, your wall counter starts at zero again, but you keep your score.

Rules

* Character
  + Spawn
    - When the game starts the player spawns at the left of the screen.
  + Movement
    - You can snap to different heights, limited to the boundaries of the map.
      * You can move up and down by using ‘W’ and ‘S’.
    - You can’t move left or right.
  + Lives
    - You start with three lives.
    - You will lose lives by hitting the wall.
    - When you lose a life, you will continue the game.
    - If you lose all your lives, the game ends.
  + Shapes
    - You can change in these shapes:
      * Square. (arrow key up)
      * Triangle. (arrow key down)
      * Circle. (arrow key left)
      * Octagon. (arrow key right)
  + Score
    - You get points by surviving the walls.
    - The more walls you survived without getting hit, the more points you will get.
      * Minimal wall points \* Wall counter
* Walls
  + Spawn
    - The walls spawn on the right outside the playfield.
  + Movement
    - Can only move to the left.
    - Start moving faster after the player accomplished a certain amount of walls.
  + Holes
    - Can have holes in these shapes:
      * Square.
      * Triangle.
      * Circle.
      * Octagon.
  + Counter
    - For each wall the player survives, the wall counter goes up by one.
* Game
  + Once the player completed at least (five) walls without getting hit:
    - The colors of the game start to change in random patterns.
    - ~~The music speeds up.~~
  + Once the player lost all his three lives, the game is lost, and the player needs to enter his (nick)name to compete with others in the leaderboard.