Overview

This game will be similar to Temple Run where the player will be running from left to right in an infinite game loop in order to escape from something to be determined. The object of the game will be to run as far as possible while obstacles are obstructing the player’s progress at an increasing rate. However, the obstacles are not the only challenge to the game since the player will move faster through the game world with the passing of a specific number of obstacles. There will be items that can be picked up along the way which will provide the player with unique skills that will decrease their chances of failing. Some of the items that may be implemented are free lives, a decrease in speed, a world jump ahead, and an invisibility spell that will allow the player to pass through obstacles.

The overall concept of the game design is combining the idea of the 3D Temple Run game and the 2D Super Mario game in order to render a 2D Temple Run sequence.
Other tiers of the game that could be implemented, should enough progress be made, will be a more expansive dynamic game world and some level of three dimensional game play. The objective in the game will to move the greatest total distance through the game world. There will be a connection to a simple database where the high scores will be stored. The database will be comprised of two objects a player and a high score list. These objects will have a many to one relationship where the list can have many players. The list object will have a foreign key attribute to the player object and the player object will have a name and score attribute. The game world and obstacles will likely be implemented using the functions and frameworks provided in the waterfall assignment.

**Gameplay**

The obstacles for the game have yet to be determined, but the player will have the ability to jump over obstacles as well as slide beneath them based on the obstacle presented. The game commands will be implemented using the arrow keys of the keyboard and mouse implementation may be used in a later tier. Special items will need to be touched by the player in order for the skill to begin. If the player’s speed slows sufficiently enough the chasing character will catch the player and the turn will end. The means for calculating the distance traveled has yet to be determined but the value will be displayed dynamically in real time as the player advances further through the game world.
**Sound Effects**

The type of sound effects to be used will be similar to those used in Temple Run only they will be more specific to the game world setting, which is still being determined.

**Game Menus**

There will be two primary game menus the main menu and the pause menu. Pause can be activated using the p key and the options listed will be quit game and resume game. The main menu will be comprised of a start game option as well as a high scores option. All menu options for both menus may be accessed using the return key. The main menu will display the stationary game world in the back ground.