

Pave The Way ~~(Don't You Ever Stop!)~~

Requirements:

1. Endless Runner Genre
2. Does NOT have
 - Progress Tracking
 - Jumping/Gravity
 - Collection -> Unlocked Abilities
3. Must have
 - Infinite Content
 - Auto-scrolling
 - Auto-movement
 - Focus on Environmental interaction

Genre

Endless runner / Strategy

Goal

Paving the way or removing obstacles for a moving car, to make sure it will not stop by the terrain. Help the car reach as far as possible.

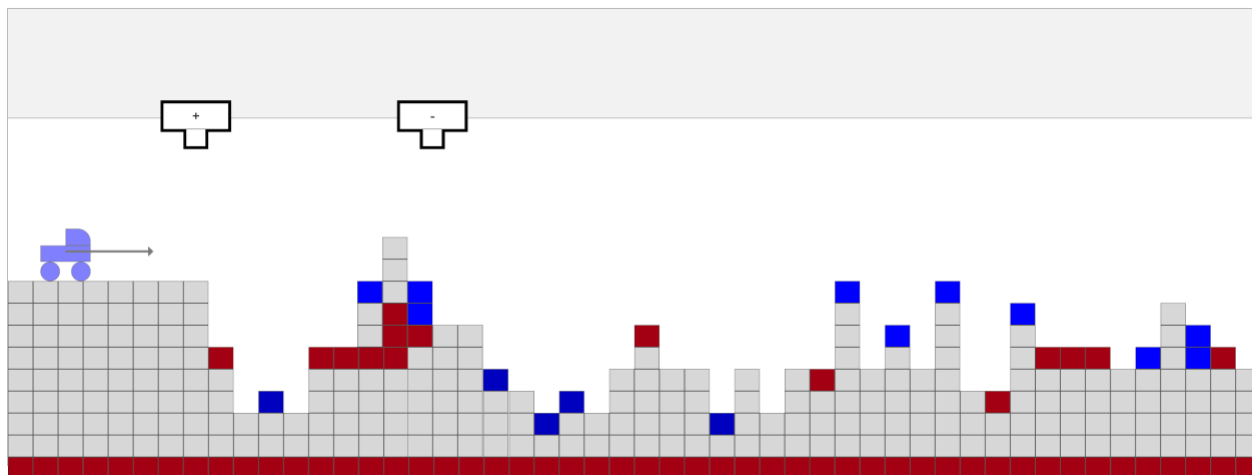
Win Condition

The distance the car moves forward will be recorded. And the record will be compared with other players.

Lose Condition

The car stops for more than 5s(TBD).

Gameplay

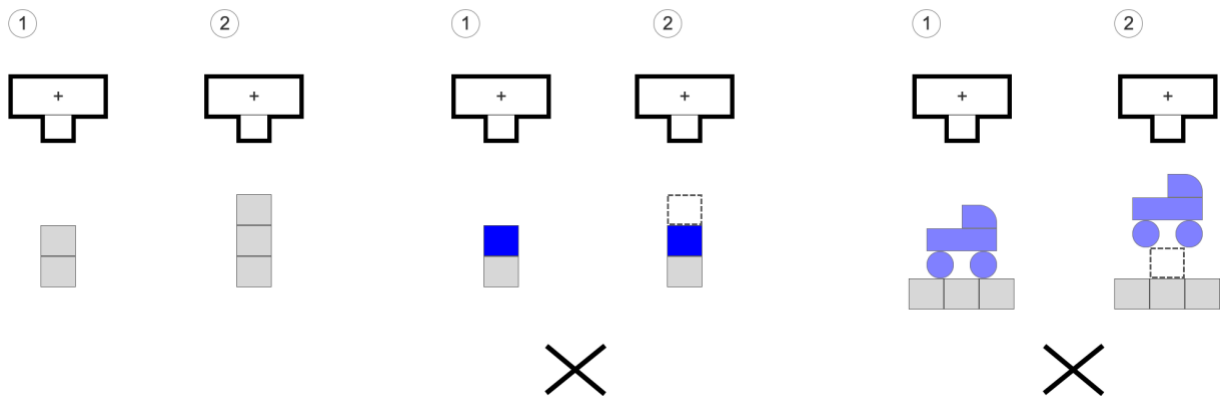


(The actual game will have better graphics)

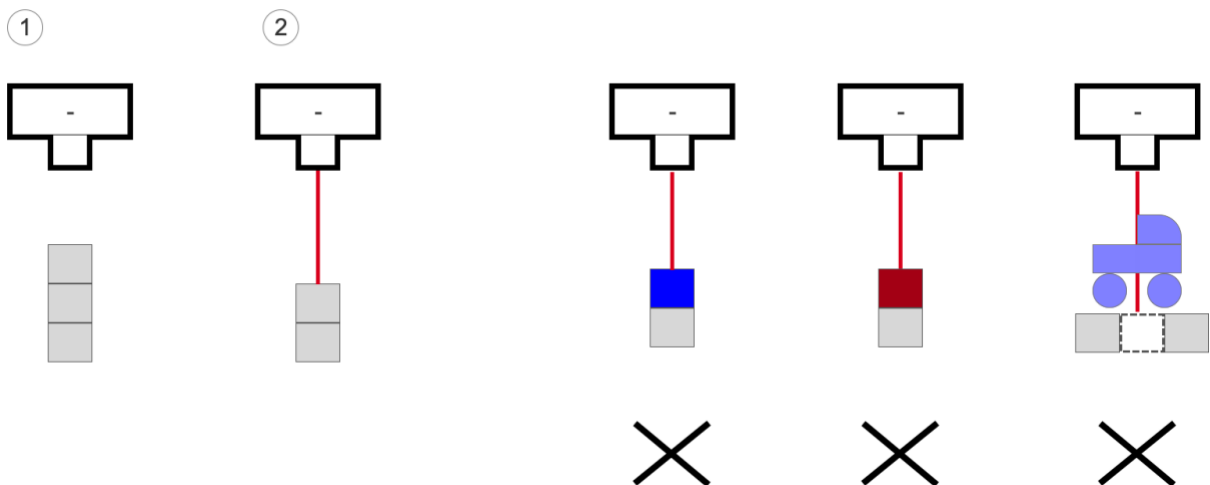
Players have to (co-op to) control an injector(+) and a disintegrator(-) to pave the way for the moving car.

Injector & Disintegrator

The injector(+) and the disintegrator(-) can only move left & right. (They can be overlapped)



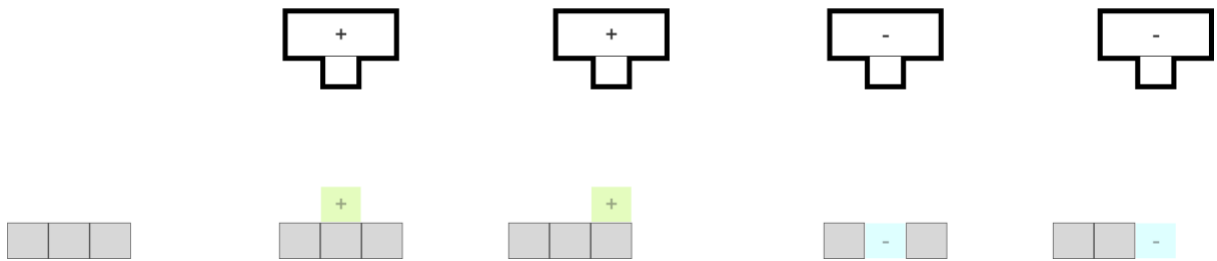
The injector(+) can only add one gray block onto the ground below it at a time.
It **cannot** add blocks onto a blue block.
It **cannot** add blocks beneath the car.



The disintegrator(-) can only fire one laser at a time to eliminate a gray block below it.
The laser emitted by the disintegrator **cannot** eliminate a red block / a blue block / a block beneath the car.

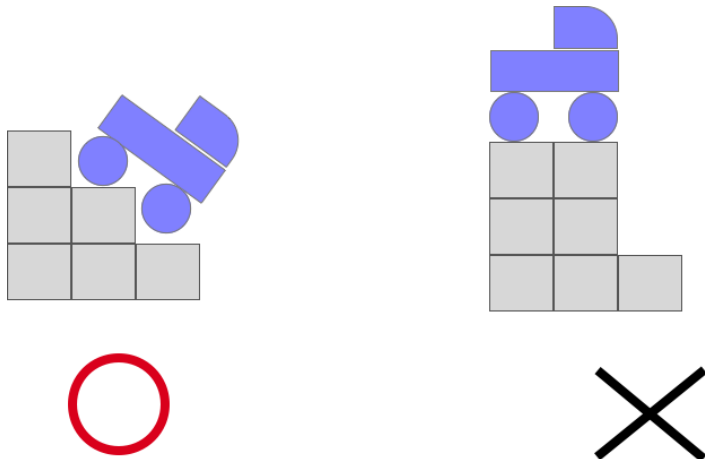
Cursor (Indicator)

An injector(+) or a disintegrator(-) will have a corresponding cursor (indicator) to help it aim. The cursor will move as the injector(+)/disintegrator(-) moves.

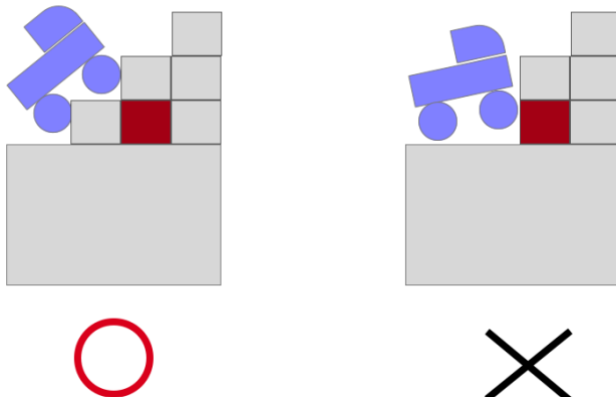


Car

The car will automatically move forward at a certain speed.



The car will **stop** moving forward if it is gonna drop more than one block at a time.



The car can climb a block at a time (just like climbing stairs).

If the car hits a wall that is higher than one block, it will **stop**.

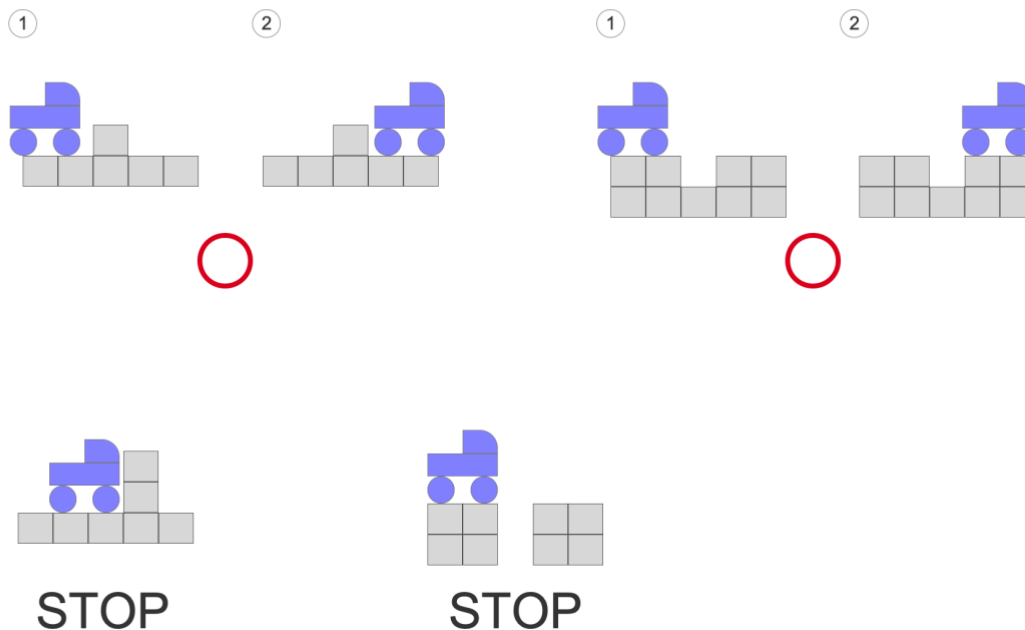
Other Details

~~1. Moving Platform~~ (Removed because of falling from the platform involves gravity)

2. Relative Position / Moving Speed

- 1) The speed of the car and scene scrolling should be the same. (The scene scrolls along with the car moves.)
 - a) In that case, the car should be always in the same position on the screen.
 - b) When the car stops, the scrolling of the scene also stops.
- 2) **TBD:** The injector & disintegrator & their cursors will not move as the scene scrolls. Their movements should be relative to the screen.

3. Pothole Terrain



4. Switch between Injector & Disintegrator (*)

For the single-player mode of the game, the player can switch between an injector & disintegrator (by pressing an assigned key). (There will be only one injector/disintegrator in the game scene.)

By doing this, the difficulty of the game will be reduced.

5. Countdown

There will be a countdown indicator above the car (from 5 to 0) once the car stops. When it reaches 0, the game over screen will be shown.