# Time Runner

## Story/Character Overview

* In the year 2,000,000, humans beat the planet Glaxon in the Universe cup. One of the aliens from Glaxons was so humiliated at this that he wanted to thoroughly destroy Earth . He sends enemies back to prevent Earth from even reaching the federation by destroying it. The hero alien, horrified at this discovery, goes back in time to recruit heroes to stop him. It is up to the player to defeat all of the commanders of each time period before defeating the big man himself.
* The game will take place over 5 periods, looping them 3 times before going to the final secret 6th one.
* After the player beats all 5 other time periods 3 times in one sitting, they will be transported to the alien world where the story is explained and the player must defeat the boss. If he is defeated, the hero alien becomes available to purchase and unlock.
* Once the final boss has been beaten, the alien world will be added to the endless modes.
* There will be 3 modes:
	+ Arcade mode – in the format above
	+ Endless mode (with bosses) – player will play random levels including bosses until they die
	+ Endless mode (without bosses) – same as above but no bosses
* In future updates, more worlds & characters will be added.
* First unlocked world is the ninja world taking place in the 15th century. The player will unlock different characters by purchasing them with in-game credit. The character also determines which world the player starts in.
* The ninja character will be called Hanzo – he is the deadliest ninja in Japan. He will throw ninja stars at enemies
* The next character is the velociraptor from the Cretaceous period. She will spit small fireballs at enemies
* The third character is the American football player from the 21st century. He will throw spiked footballs at enemies
* The fourth character is the merman from the year 3000 – not much has changed but they live underwater. He is different as he has a fish upper body and human lower body. His attacks involve throwing mini-tridents at enemies.
* The fifth character will be the android from around 6000. Humans moved back to the surface after the Great Flood and science progressed rapidly. He will fire lasers at enemies.
* The final character is an alien from the year 2,000,000. He is the one that secretly recruited everyone and helped them along the way. He has a powerful ray gun as his weapon.

## Details Overview

* 2D endless runner moving left to right
* Player doesn’t move, tap left side to jump and when in the air tap again to slam down. Tap the right side to fire weapon
* Player dodges traps and pitfalls and has to defeat enemies and collect different currencies.
* After enough time has passed, they can use their Apex mode to become temporarily more powerful. This can be sped up by defeating enemies and collecting the relevant power up.
* Apex mode is activated by tapping the top middle of the screen. The screen flashes, enemies and traps reset (not bosses) and the player transforms into his powered state.
* In Apex mode the player becomes more powerful and has a special ability dependent on the character. After an amount of time or after taking too much damage, the player reverts back to normal.
* The game is over if the player loses all his health, or in arcade mode if the player completes the game.
* The enemies, traps and overall theme of the levels are different for each time period.
* When the player has collected enough coins they can purchase upgrades for their base characters and Apex modes.
* Occasionally powerups may spawn during gameplay including:
	+ Magnet – draws in collectibles
	+ Revive (Very rare) – brings the player back to life once
	+ Shield – protects the player from damage twice or until time expires
	+ Mini-player – a mini version of the player fights alongside them and performs the same actions. Disappears after time or after being damaged.
	+ Boost – makes the player jump a random distance ahead.
	+ Apex boost – increases the current Apex charge
* Achievement and leaderboard support
* Facebook and Twitter support including friend inviting
* The game will have 2 currencies – gems and gold. Gold is the premium currency.
* Gems are used to purchase new characters and upgrades for each character
* Gold is used to purchase powerups, more gems and to revive.
* Gems and gold can be obtained in game, with gold being rare to obtain.
* The player can use IAP to get gold
* They can also earn currency through watching a video ad daily and social sharing.
* If the player dies, they can watch a video ad once per run or use gold to revive. The gold price will increase with each subsequent death and will reset at the end of the game.
* Highscores will be for total score and can show worldwide and local. Score is obtained by running when not fighting a boss, defeating enemies and defeating bosses.
* In the future challenges will be introduced to keep interest in the game.
* The HUD should display health, Apex charge and the score. It will also display the boss’s health when available.

## Characters & Apex Description

### Hanzo the Ninja

* Throws throwing stars at enemies
* Average speed/damage/health
* Apex mode becomes Cyber Hanzo with the following abilities:
	+ More powerful throwing stars & multiple thrown at a time
	+ Larger & withstand more damage
	+ Tapping on the left attacks with a sword and produces a shockwave
* Throwing stars fly straight ahead
* Player can upgrade health, throwing star speed, throwing star strength, throwing star size and slam attack
* For Apex, player can upgrade Apex charge time, damage reduction, throwing star strength, shockwave size and number of throwing stars thrown.

### John Laney (NFL player)

* Throws spiked footballs at the enemies
* High health, low damage, average/high speed
* Apex mode becomes Jacked John with the following abilities:
	+ Footballs become explosive
	+ Heavily armoured so takes considerably less damage
	+ Left tap becomes shoulder charge attack – uses spiked shoulder pads to charge at enemies
* Footballs arc down
* Player can upgrade football strength, armour, speed, slam attack & Apex charge rate
* For Apex, player can upgrade football explosion size, shoulder/helmet spike strength, Apex duration, armour & football strength

### Marlin the Merman

* Throws small tridents at enemies
* Average speed, high damage, low/average health
* Apex mode gives him a shark’s head with a laser on top with the following abilities:
	+ Trident becomes larger & electrified
	+ Larger & takes more damage
	+ Left tap fires laser on the ground ahead of him, can be held to fire a continuous laser for a short amount of time
* Tridents fly straight
* Player can upgrade trident strength, health, damage reduction, Apex charge rate & speed.
* For Apex, player can upgrade electric strength, damage reduction, laser duration, Apex duration & trident strength

### Deeno the Velociraptor

* Spits fireballs at enemies
* High speed, average/high damage, low health
* Apex mode becomes Super T-Rex with the following abilities:
	+ Shoots giant fireballs that explode on impact
	+ More armoured so less damage
	+ Left attack is a roar that damages enemies with a circular range
* Fireballs fly straight
* Player can upgrade health, fireball strength, fireball size, Apex charge rate & speed
* For Apex mode, player can upgrade armour, fireball strength, explosion size, Apex duration & roar range

### Annie the Android

* Shoots her rocket fist at enemies
* High armour, average/low damage, average/high speed
* Apex mode gives her Robopocalypse upgrades with the following abilities:
	+ Shoots 2 fists at enemies with small explosions
	+ More armoured
	+ Left attack produces a laser field in front of her for a short time that kills enemies on contact.
* Player can upgrade fist damage, Apex charge rate, armour, fist fly speed and speed
* For Apex, player can upgrade fists damage, fist explosion size, Apex duration, laser distance & laser duration

### Axol the Alien

* Uses a raygun
* Average/low speed, high damage, average/high armour
* Apex mode becomes UKO (Unidentified Killing Object) where he is in a War of the Worlds-esc machine with the following abilities:
	+ Machine fires multiple lasers
	+ Armour increase
	+ Left attack throws a large bomb in front of the machine
* Ray gun fires straight
* Player can upgrade speed, health, damage, Apex charge & slam damage
* For Apex, player can upgrade health, duration, bomb radius, laser size & laser charge

## Level Breakdown

### Japan – 15th Century

#### Traps

* Bottomless Pit
* Spear pit

#### Enemies

* Ninja Beginner – attacks player with a sword, low health & damage
* Ninja Expert – attacks player with a sword if they are close, also throws throwing stars. Low/mid health & mid damage
* Cyber Ninja Expert – stronger version of the Ninja Expert but throwing star is slightly larger and has a laser. Mid health & mid/high damage.

#### Bosses

* Ninja Master – similar attacks to Ninja Expert, except he throws multiple throwing stars in a row and can perform a jumping sword attack at the player. Very high health & mid/high damage.
* Cyber Ninja Commander – leader of the cyber ninjas, has similar attacks to the Cyber Ninja Expert but can also fire a laser at the player & perform a charge attack. Very high health & mid/high damage.
* Alien Ninja Leader – In charge of the Japan attack. His attacks are a combination of the other bosses. He has a sword attack that can also cause a shockwave at a distance as well as throwing multiple laser throwing stars. He can also perform a faster version of the charge attack. Very high health, high damage

#### Ambience/Backgrounds

* As an easter egg, a Godzilla-type monster can occasionally be seen attacking Japan in the background.
* Backgrounds will consist of dojos & Japanese buildings/architecture. The floor will be floorboards or stone if outside, and platforms will be in the form of buildings that the player will jump on.

### Dinosaur – Cretaceous Period

#### Traps

* Spike pit
* Open pit
* Small meteor

#### Enemies

* Small dinosaur – this dinosaur’s main attack is to bite when the player is close enough. Low health, low damage.
* Small spitting dinosaur – Spits a green poison blob at the player from a distance and can also bite/scratch. Low/mid health, low/mid damage
* Pterodactyl – Flies around and can occasionally dive at the player if it’s not killed fast enough. Low health, low damage.
* Cyber raptor – a robot velociraptor slightly larger than normal and has a more powerful spit attack and bite. Mid health, mid damage.

#### Bosses

* Cyber Pterosaur – A robot version of the pterodactyl, it shoot a continuous flame straight at the player or shoots fireballs. High health, mid/high damage.
* Meteor storm – the player will have to survive a barrage of meteors until the time expires, this is represented as a health bar that decreases over time. The player will have to jump & slam to dodge the meteors or they can damage them enough to destroy them. Larger meteors have more health. High damage.
* Alien Commander – The leader of the Cretaceous period attacks. He rides on his special dragon/dinosaur hybrid. He can fly around shooting fireballs/meteors at the player that can be destroyed, shoots flames at the player and can fly/charge at the player. High health, high damage.

#### Ambience/Background

* Mostly a jungle vista, occasionally a dinosaur can be seen eating leaves off of a tree.
* It can also be part of a large open field with volcanoes & geysers.
* As an easter egg sometimes a UFO can be seen dropping something (maybe an obelisk?)
* Floors will be mostly grass/terrain with the player jumping on large plants for platforms.

### Football Stadium – 2008 AD

#### Traps

* Hole in the ground

#### Enemies

* Opposing player – attacks the player by shoulder barging them when close. Low health, low damage.
* Opposing quarterback – In addition to the above shoulder barge, he also throws a booby-trapped ball at the player. Low health, low/mid damage.
* Cyber quarterback – same attacks as above but charges quickly at the player. Mid health, mid damage.

#### Bosses

* Halftime float – A float that has been modified to be a killing machine. It can shoot flames at the player, shoot missiles that fly horizontally and charge at the player. High health, mid/high damage.
* Blimp – A blimp has been commandeered by the aliens so must be destroyed. It can shoot homing rockets at the player that must be destroyed to avoid damage and can release cyber quarterbacks and drop mines the player must jump over. High health, mid/high damage.
* Alien commander – Leader of the 2008 invasion, he is an enhanced version of the cyber quarterback. His charge attack does more damage and footballs are bigger and more explosive. High health, high damage.

#### Ambience/Backgrounds

* In the background there will mainly be the stands. They should have people in and occasionally people fighting.
* The player will mostly run on the ground but may occasionally use discarded floats as plaforms.

### Aquatica – Year 3000 AD

#### Traps

* Open Trenches
* Mines
* Possibly an angler fish light on the ground, if you stand on it you will be eaten.

#### Enemies

* Merman – walks on the ocean floor. If the player gets close, it will jab them with a trident. Low health, low damage
* Ranged Merman – Same attack as regular, but can also throw their trident at the player. Low health, low/mid damage.
* Cyber-Merman – Same attacks as above, but will also perform a lunge attack at the player using a spear/pike. Mid health, mid attack.

#### Bosses

* Hammerhead Laser Shark – Swims rapidly at the player and bites them, or shoots its laser toward the player that they have to dodge. Should look like a regular hammerhead shark but with a laser on its head. High health, mid/high damage.
* Deep Sea Diving Machine – An alien machine designed for diving & altered to have weapons. Shoots torpedoes at the player, calls for backup enemies & charges at the player. High health, mid/high attack.
* Alien Leader – the leader of the underwater attacks. He genetically altered himself to survive underwater. His attacks include charging at the player with a trident, shooting lightning at the player’s position and throwing tridents at the player. High health & high damage.

#### Ambience/Backgrounds

* In the background there will be fish swimming, occasionally a sunken ship or aircraft and potentially an underwater city.
* The player will run mainly on the ocean floor. Could potentially use sunken vehicles as platforms.

### Robo-Future – Year 6232 AD

#### Traps

* Open pits
* Laser mines
* Mid-Air lasers

#### Enemies

* Boxer Robot – This robot used to be used for gambling but is altered by the aliens. He has a punching melee attack. Low health, low damage.
* Army Robot – Used in the military to fight. Fires lasers at the player and can perform a melee attack. Low health, low/mid damage.
* Alien Robot – A robot that has been drastically enhanced for killing by the aliens. Fires larger, more powerful lasers & drops mines that the player has to jump over. Mid health, mid attack.

#### Bosses

* Altered vending machine – mistaken by aliens to be a deadly machine, they reprogrammed it to become one. Flies around the screen & occasionally charges at the player. It can also shoot cans out at the player – maybe a rare chance of the can healing the player. High health, mid/high damage.
* Robo-dog/tank – Aliens saw this machine & assumed it was a finished killing machine. However, it was just an unfinished prototype. The machine can’t stand properly and constantly stumbles. Its attacks include firing missiles at the player that they must destroy. It can also fire a laser at the player & clumsily charge at them. High health, mid/high damage.
* Alien Leader – Leader of the future attack – a shape shifting robot. Attacks include firing lasers at the player, and can also change form to a helicopter and charge the player or shoot them.

#### Ambience/Backgrounds

* The background will be a neon-futuristic theme depicting buildings and future humans & machines (similar to Blade Runner)
* The player will be standing on the ground & neon platforms.

### Alien Planet – Year 2,432,784 AD

When the player beats all 15 bosses in one run, they’ll be taken to this planet to defeat the final boss. If successful, the player will have the alien level added to the rotation in Endless mode with 2 new bosses, & they will be able to unlock the final character Axol.

#### Traps

* Open Pits
* Spikes
* Mines
* Air Lasers

#### Enemies

* Alien football player – Charges at the player and barges them. Low health, low damage.
* Alien Future guy – Shoots lasers at the player & hits if close. Low health, mid damage.
* Alien Merman – Throws tridents at the player & tries to charge them. Mid health, mid damage.

#### Bosses

* UFO – Classic saucer UFO with spaceman visible inside it. Attacks include shooting a laser at the player & flying at the player. Can also pick up objects in the backgrounds & throw it at the player.
* Alien Supersoldier – More powerful version of the alien, larger & stronger. Uses a mix of all attacks including charging at the player with a trident, firing lasers at the player, dropping mines in quick succession and throwing bombs at the player (that the player can shoot). High health, high damage.
* Final Boss – Alien in a giant robotic suit. Has 3 phases to it.
	+ When the boss starts the player can only shoot its legs. In this phase the boss can throw bombs at the player & shoot at the player.
	+ When the legs are destroyed he becomes a robotic torso and head. In this phase he can run at the player with his arms & attempt to swipe at the player. It can also throw fireballs.
	+ After more damage the torso is destroyed and he becomes a jetback head. This head attacks by flying at the player, spitting fireballs and spitting missiles. When the boss is defeated, player input is disabled and the head breaks to reveal the boss is tiny. The player then steps on him & kills him. Very high health, high damage.

#### Ambience/Backgrounds

* The levels will have a futuristic feel with strange buildings and creatures in the background
* The player will run on normal floors and futuristic platforms.

## Monetary

* 2 currencies in the game – Gems and Gold, with Gold being the premium currency.
* Gems are fragments of time and are collected throughout the game & defeating enemies and bosses.
* Gold is obtained very rarely from enemies, and 1-2 from bosses.
* Players can also obtain both from IAP.
* **Estimates will need to be calculated for average amount of gems & purchase amounts.**
* Gems are used for levelling & upgrades, and gold is used to purchase powerups, revives and extra gems.
* Adverts will also be available to revive the player once per game.

## Tutorial

* Runs through each game mechanic. It will start by showing how to jump over mines. Time stops until the user taps jump.
* After jumping over the mine, time stops again to prompt a slam down.
* User is then shown how to fire on the ground then in the air. Time again stops until the player shoots.
* Apex bar fills and user is shown Apex mode. User is show each control, the timeout bar and health.
* When the player changes back, an actual game starts.