Game design concept

The main inspiration for the game is games such as temple run and dinosaur game these games have become immensely popular due to how addictive and simple they are which brins out many peoples competitiveness to try and get the player to constantly battle against themselves to try and get as high of a score as possible, which is achieved by surviving as long as possible by dodging obstacles through the use of jumping and ducking. I want to integrate the simple way of play into my game to create an easy to access but competitive endless runner style game

The level design has a main environment of African savannah as I feel the vast wildlife and dangers that are present make for good adverserities for the player to have to avoid within the level things such as lions and birds I feel will make for good obstacles these will be present at different heights to create differing challenges for the player which will help with user retention. With the level taking place in the African savannah I will have a fixed background like within dinosaur game but as the player progresses it will change to a night mode of the same background reflecting the fact the player has been running for a long time

the UI will be very minimal as to avoid cluttering the screen with a simple settings tab in the upper right corner and a sound on and off button in the upper left corner of the screen this is to avoid being overbearing on the player and to create minimal distraction for the player