

LUDUM DARE 55 THEME: SUMMONING

cRUNch

MAIN FEATURES

- 3 Lane Endless Auto-Runner with High Score
- Procedural Levels with Game Design Office Aesthetic
- When Bugs Appear, Summon the Correct Employees to “Fix” It
- Pickups: Coffee, Power Bank, Solo Dev Card
- Increases difficulty and fun as the score increases by increasing speed and introducing new bugs and employees that can be summoned.

PLAYER CONTROLS

- Move to Left Lane - Left Arrow / A
- Move to Right Lane - Right Arrow / D
- Jump - Space / W
- Use Mobile Phone - Mouse / Numbers

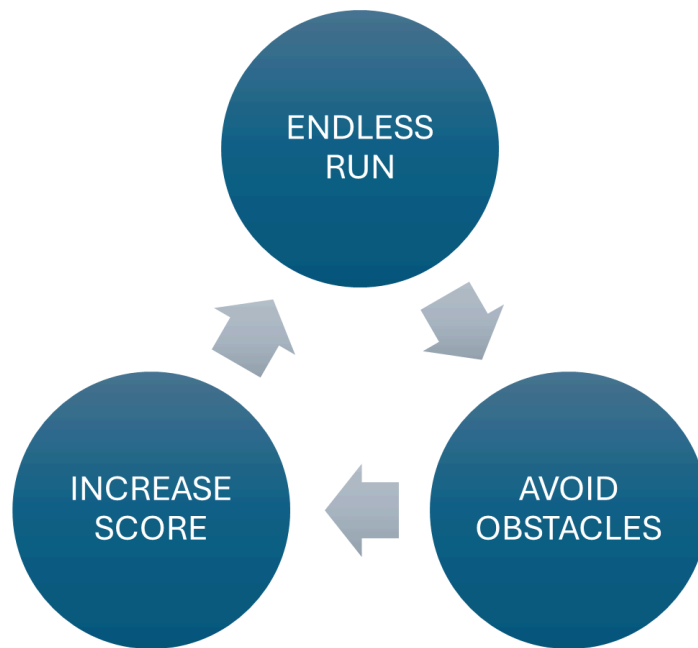
WIN CONDITION: HIGH SCORE

- Score gradually increases as the player runs (1 score per second)
- Score increases when successfully summoning the correct employee on a bug and “fixing” the bugged wall (+100 score)

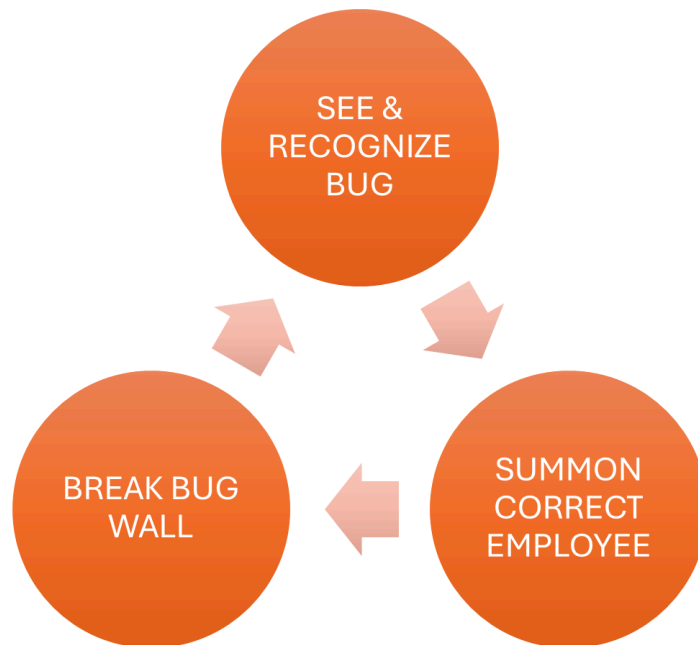
LOSE CONDITION: BATTERY DIES

- Battery gradually goes down (-0.2 battery per second)
- Battery reduces slightly when summoning employee (-1 battery)
- Battery goes down when colliding with obstacles (-10 battery)
- Battery goes down when colliding with bugs or bug wall (-25 battery)
- Battery reduces when falling down a Hole of Distraction (-33 battery)

Core Loop 1: ENDLESS RUNNER LOOP



Core Loop 2: SUMMON EMPLOYEE LOOP



PICKUPS (INCENTIVES)

- Coffee - Slow Time for 10 Seconds (Coffee effect on Screen)
- Power Bank - Recharge Battery (+50 Battery)
- Solo Dev Card - Add Solo Dev Contact to Speed Dial 0 for 15 seconds
- Beer (Hazard) - Reverses Left and Right controls for 15 seconds

EMPLOYEES & BUGS

SPEED DIAL NUMBER	EMPLOYEE	BUG	COLOR**
1	PIXEL ARTIST	PIXELATED BUG	RED
2	3D MODELER	3D ROTATING GRAYBOX BUG	GRAY
3	CODER	CODED BUG	GREEN
4	ANIMATOR	BADLY ANIMATED BUG	YELLOW
5	SOUND DESIGNER	NOISE & VIBRATING BUG	BLUE
0	SOLO DEV	(ANY BUG)	PURPLE

** SOLO DEV Speed Dial Number will only be present when the player picks up a golden Solo Dev Card. Once picked up, it will only be present for 15 seconds. Solo Dev can fix all kinds of bugs.*

*** Color determines the prominent colors of the specific bug and the employee. Example: Pixelated Bug will be mostly red in color and the Pixel Artist will have a red shirt.*

OBSTACLES

- **Jumpable Obstacle (Very Easy)**
 - Standard Chair
 - Standard Table
 - Photocopy Machine
 - Trash Bin
 - Small Office Plant
 - Slippery Floor Sign
- **Normal Obstacles (Easy)**
 - Standing Person
 - Water Dispenser
 - Vending Machine
 - Workstation
 - Drawing Board
 - File Cabinets
 - Bookshelf
 - Arcade Machine
- **Jumpable Moving Obstacle (Medium)**
 - Moving Chair
- **Moving Obstacle (Hard)**
 - Walking Intern
 - Cleaning Janitor
- **Animating Obstacle (Very Hard)**
 - Opening Door
- **Hole of Distraction (Very Hard)**

SECOND-TO-SECOND

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MINUTE-TO-MINUTE

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HOUR-TO-HOUR

Level Start

Player picks up the call from his boss, he rushes outside his cubicle, starts to run in the corridor, teaching movement (A & D) & Jump, sees a bug, goes in slowmo, summons the right employee(blinking) for the bug, the game continues with increased running speed. Solving the most bugs and surviving for a long time rewards will get the most points.