

Unlock Runner

Your screen lock combination changed: Time to Bruteforce!

In this endless runner experience, you use your finger speed ability to guide your *virtual picklock* trying to guess the real screen lock combination. Avoid all *malicious bugs* in your path while collecting *ciphered text* to restore your lost data.

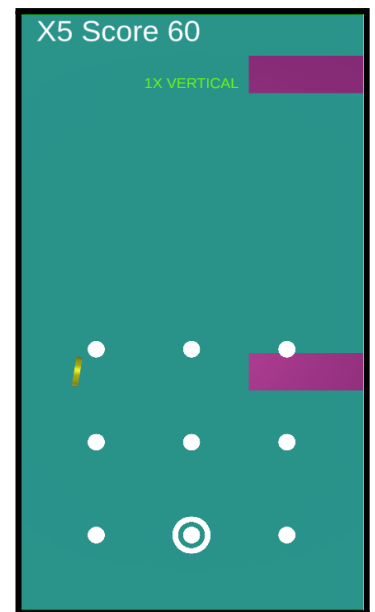
Unlock Runner is designed for smartphone users that love medium-fast-paced action experiences of hypercasual games (especially endless runner). There is no violence so also younger people can play it (from 13 and older).

GAMEPLAY

In this 2D endless runner experience, the player has a UI similar to the one of any smartphone lock screen (3x3 bullets where you can track a line that passes through the bullets).

CORE

- The level is generated endlessly and the camera moves in the forward direction (towards the top of the screen)
- Move the player/*virtual picklock* (white circumference) by drawing lines with your finger in a lock screen style.
- The player can:
 - Collect **Coins** (aka *ciphered text*) that grant a score
 - Avoid Hitting **obstacles** (aka *malicious bugs*) otherwise is game over
 - Complete randomly generated objectives (e.g. "**1x VERTICAL**") so that the multiplier increases (e.g. "**X5**").



MACRO

Total coins collected during gameplay (i.e. score) are collected and can be spent to:

- unlock new upgrades (e.g. two or more parallel objectives, warning signals for incoming obstacles and more) and boost them
- change aesthetic game elements.
- Leaderboard

MONETIZATION

The monetization in-game will be:

- through non-invasive ads (revive or take a bonus in the next game)
- buying in-game currency to purchase skin and variants
- buying the game (no ads and all content unlocked)