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# Toilet Paper Run

You control a toilet paper and spread happiness!

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\*Please note you might be asked to adjust Unity and Xcode version through publishing stages

# The Game in a Nutshell

## The Basics

You start from a small or only a few layered toilet paper. Algebraic units with something like "+ 5 layers" or "-3 layers" written over it will be present. This will increase and decrease the size of the roll. There will be obstacles like showers or pools. It will decrease the layers. There might also be people sitting on the toilets requiring certain amount of toilet paper strips. The goal is to not run out of toilet paper layers before the level ends.

## Sub Genre

Race / Math

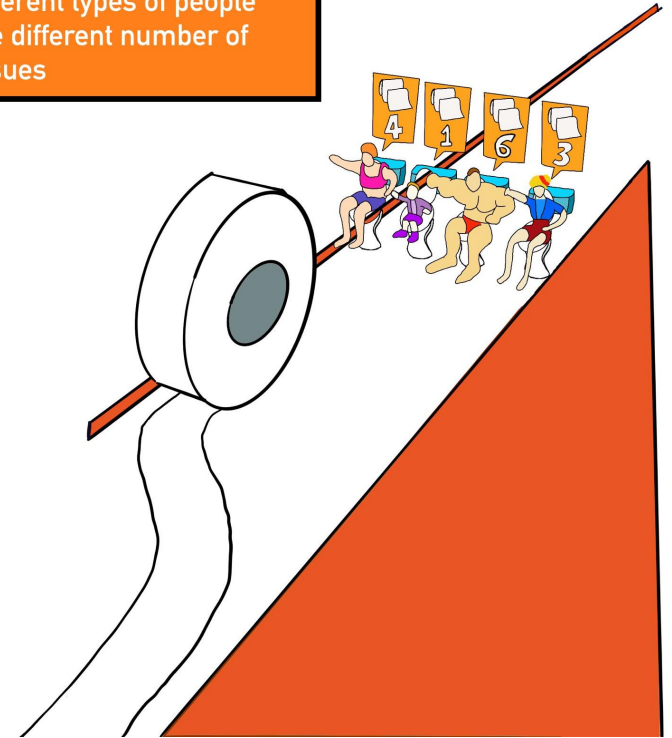
## Mechanic

Swerving

## Controls

Swerve

Different types of people use different number of tissues



# Difficulty and Progress

## How do I progress at this game?

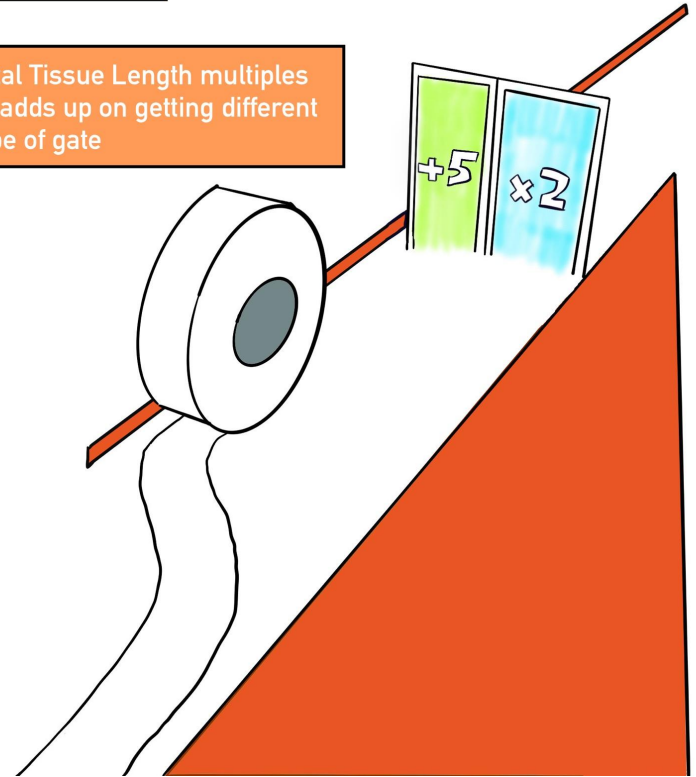
- As we progress, the frequency of the units increases, compelling you to make the choices faster.
- Different types of toilet paper quality may be introduced at later stages. Like thick toilet paper with various skins.

## Lose Conditions

- If you run out of toilet paper before reaching the game, the player loses the game

Tissue Length : 15

Total Tissue Length multiples or adds up on getting different type of gate



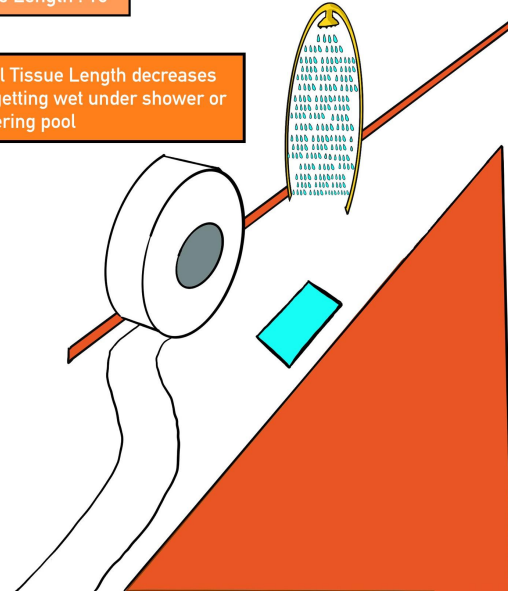
# The Video Ad

## What are we going to see in the ad?

- An ad clip a we start we a small roll of toilet paper roll. Then we go on to increase the paper layers and go to people sitting on toilet seats and and they'll become happy and we will reach the end of the level.

Tissue Length : 15

Total Tissue Length decreases  
on getting wet under shower or  
entering pool

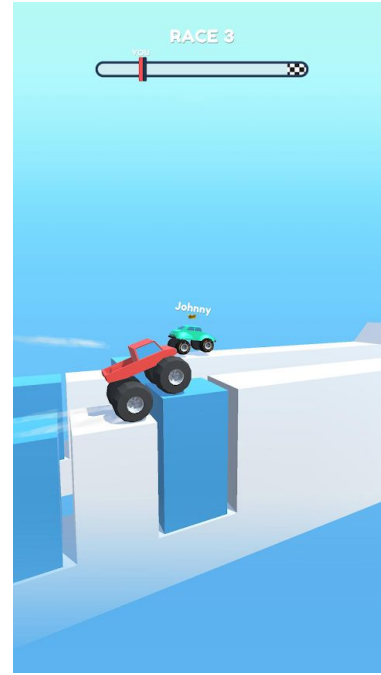


# References or Art Mockup

Scribble Rider



Wheel Scale!





**THANK YOU**  
**QUESTIONS?**