



**Linnæus University**  
Sweden

# *Souls Runner*

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- Brief Description Of The Game.

Souls Runner is a game where the player tries to escape from the souls and collect the coins, and if the souls touch the player or the player drowns, then it is a loss.

The player can change the sound volume and can change the level. If the player scored a new high score, then "New High Score" message will be printed.

- Design and implementation.

I used Ad-Hoc Architecture, even though I know it is bad architecture, but I chose it because my project is small.

I used Queue for A\*algorithm, so the enemies can find the shortest path to catch the player.

I have some instances variable such as current high score and highest score and background music.

Most of the animations I used in my project has Transaction duration 0.1

"Many animations loop: When the animations are finished, it is restarted and played again." My coins animations are keep looping.

- Discussion And Reflection.



I have changed everything related to the enemies.

In the Game Description, I said there would be zombies who are trying to catch the player and bit him. However, after I took a look at my game, I found out the game will be not that good since the zombies can't jump, so if the player jumps to another ground, zombies can't catch him ever. I couldn't find a way to make zombies jump and keep following the player, and making zombies who can fly everywhere it might be extremely imaginative. So I decided to replace zombies by souls who can fly all around.

As I mentioned previously, my main problem was how to make the zombies finding the player path and go after him. I was able to make them running after him if they are on the same ground.

A\* Pathfinding package has solved my issue after I downloaded it I have adjusted some codes and package settings it worked.

Another problem I had was that when the player jumps to another ground, his legs stuck, especially on the ground corners.

I solved the problem by creating a Physic Material for the player, and then put it in Player -> Box Collider -> Material.