

Dodge n' Run

Story

You are a mercenary from the outlands and are escaping from the law, after a bank heist. Your only objective is to shoot and run. As a constable chases you across the open fields of Western America, you have to shoot through your obstacles and dodge anything that comes in your way and escape for the longest time possible.

Goal

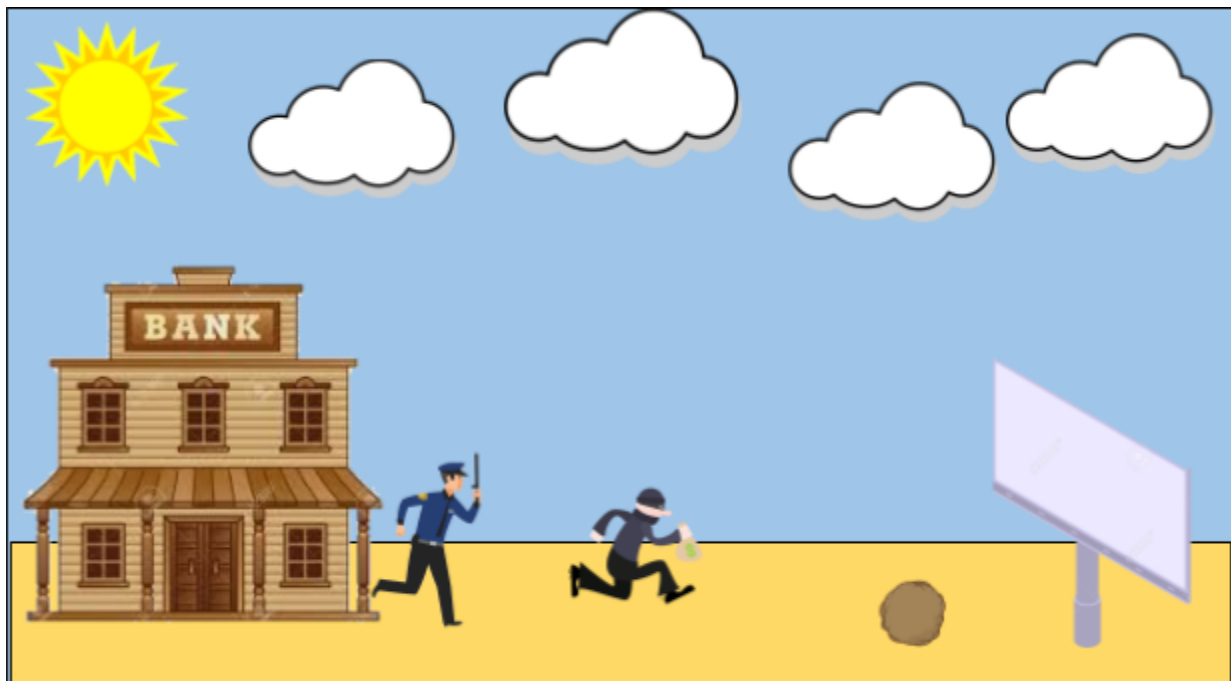
Runaway as long as possible and obtain a high and satisfactory score. (Infinite Runner)

PC and NPC

Player Character will be the outlaw, who has robbed the bank.

Non-Player Character will be the constable, the obstacles (animals, signboards, tumbleweed)

Design



Platform

PC, Mobile (Android, iOS)

Tools

VS Code, Matter.js, All Main p5 libraries (dom, min, play, sound), Some database (Name, Exit, Score, Buttons), sketch.js, index.html, boilerplate, firebase database

Sounds

- Gameover sound (defeat sound it didn't finish, victory sound if he did finish which is based on frames)
- Background music (intense genre)
- Beginning sound

Game Elements

PC/ NPC - Player Character will be the outlaw, who has robbed the bank.

Non-Player Character will be the constable, the obstacles (animals, signboards, tumbleweed)

The goal of the Game - Runaway as long as possible and obtain a high and satisfactory score. (Infinite Runner)

Story (External) - You are a mercenary from the outlands and are escaping from the law, after a bank heist. Your only objective is to shoot and run. As a constable chases you across the open fields of Western America, you have to shoot through your obstacles and dodge anything that comes in your way and escape for the longest time possible.

Rules - W = Jump, S = Crouch, If the police catch you, you lose. But, if you finish x amount of frames, you move on to the next level on the game. You have to jump and crouch over the various obstacles that come your way.

Balance - Not that hard (need to add more), not that fun (need to add more)

Adaptivity - Games goes faster as the player progresses

Chance vs Skill - The obstacles appear in a random order, but the skill part comes when you have to dodge them.

Feedback - If the player reaches x amount of frames, he will win and be given the level accompanied by a victory sound and his score. But, if the player loses, he will have to redo the level until he reaches the next one and will be "awarded" a defeated sound and his score.