Bortecine Run

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Introduction:

The Bortecine Wolf found a baby alone without parents among the mountains. The wolf wants to bring the baby to safe place, so he puts the baby on her back and begins a long journey. The journey consists of a straight road among metallic mountains. The wolf must run with the baby without colliding with obstacles, else they will you and the game is over.

Problem:

Trying not to collide with the obstacles on the road while running, else the game is over. The intriguing challenge is that the speed of running increases over time, hence making it increasingly difficult not to crash/ die.

Evaluation:

To evaluate the game prototype, a focus group study was conducted with 2 participants. The goal was to gather feedback on the gameplay experience, mechanics, & overall engagement from a developer's perspective.

Initial Design:

The game involves guiding a wolf mother with a baby, dodging obstacles and collecting coins, with increasing speed and random sections adding complexity. Rooted in Turkish mythology, it emphasizes survival, resource management, and raising the baby into a leader.

Final Design:

Featuring randomly generated road sections with unpredictable obstacles, increasing speed, and a dynamic environment, challenging players to balance survival and coin collection. Strategic decisions on when to prioritize survival or collect coins impact the outcome, with the game's difficulty escalating as more obstacles appear and speed increases.

GitHub Repository: https://github.com/DeBuggersDeGazi/bortecinerun

Trailer Video: https://youtu.be/q83mQtPK5iA?si=B-E_rnATjp14mlha

Game Flow:

The player controls the wolf mother, navigating a path filled with obstacles while carrying the baby on her back. As the speed increases, the player must avoid obstacles and collect coins to ensure the baby's future, with the game ending if they crash into any obstacles

Recommendations:

Improving collision detection, making speed increases gradual, refining the jump animation, adding more obstacles, and enhancing the UI.

Conclusion:

Conclusions show the core gameplay and random level generation worked well, but issues like misaligned collision boundaries, sudden difficulty spikes, and stiff jump animations caused frustration, stemming from poor collision box alignment, rapid difficulty scaling, and unpolished animations.