

Εισαγωγή στην ανάπτυξη παιχνιδιών

MyRunner

ΦΟΙΤΗΤΗΣ: ΘΕΟΔΟΣΗΣ ΓΚΙΚΑΣ

ΚΑΘΗΓΗΤΗΣ: ΚΑΡΠΟΥΖΗΣ ΚΩΝΣΤΑΝΤΙΝΟΣ

Short Description

The MyRunner is a 3D Endless Runner where the player must run for his life. He must avoid any obstacle or enemy that he will encounter in his path.

Run, Jump or Dodge!

- Bullets
- Crates
- Even angry Pigs!

Collect Power ups!

- Jump higher and hide from your enemies with the Invisibility Star.
- Be hard as steel with the Shield power up.
- Heal up if you are low on health.

Go faster and faster because more enemies will spawn.

Run as farther as you can to beat your Highscore or brag about it to your friends!

Controls and Mission

Control your character with WASD or arrow keys. Jump with Spacebar

Don't die, the farther you go the more score you get, simple as that.

Images

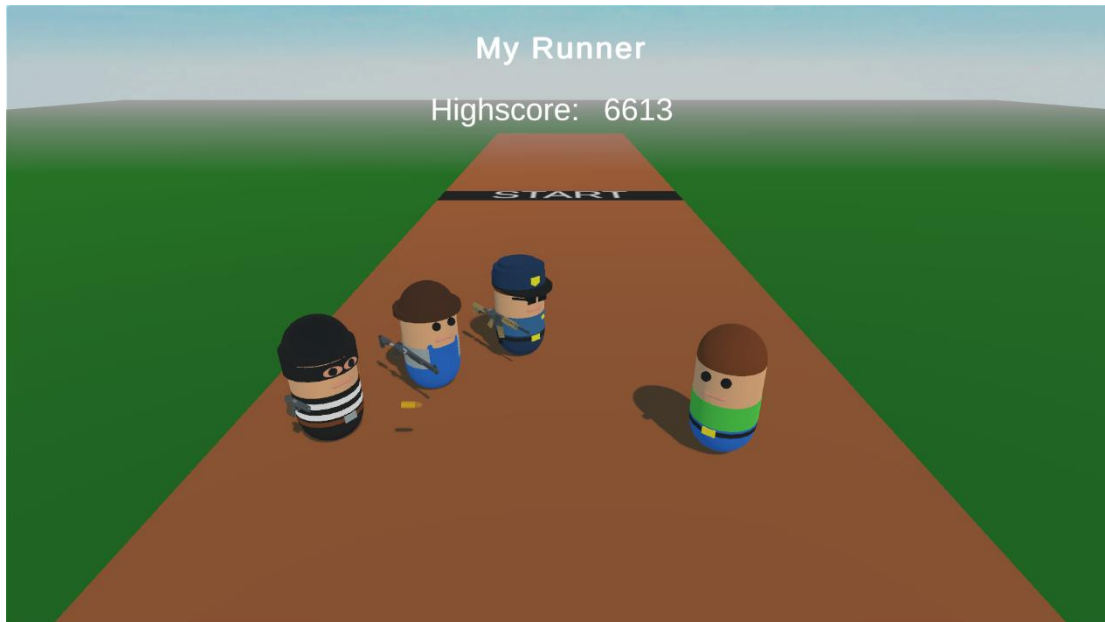


Figure 1 Game Cover

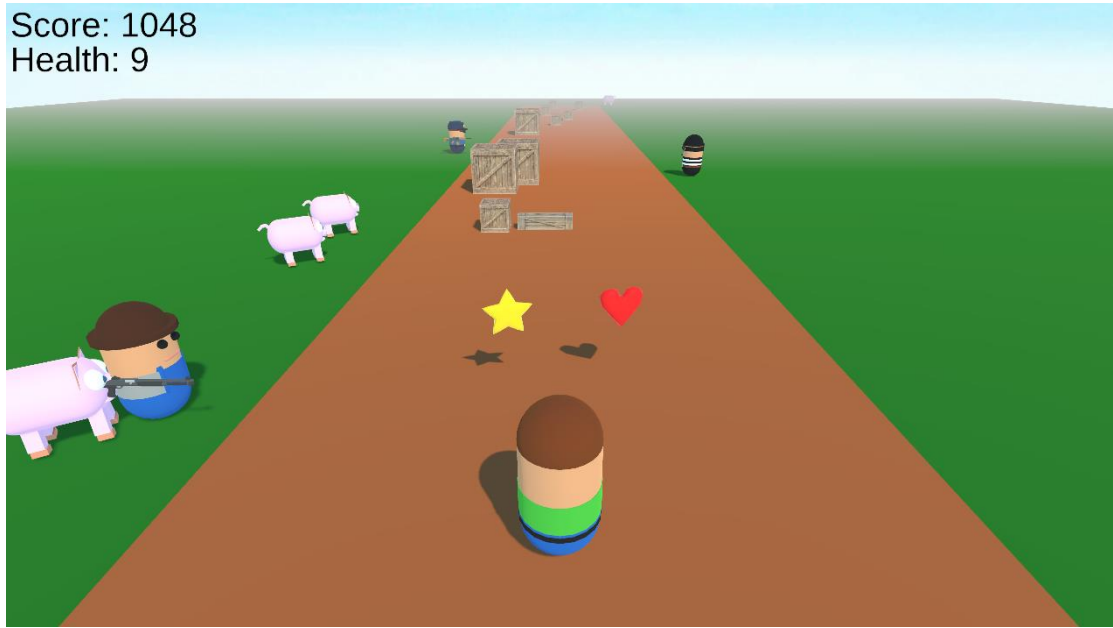


Figure 2 Screenshot 1

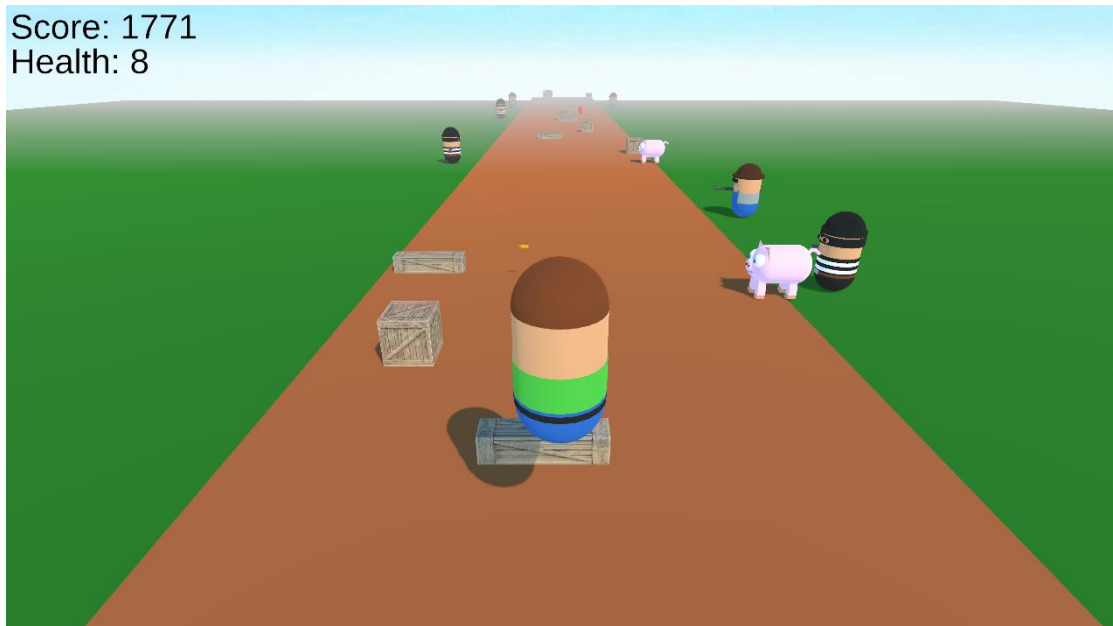


Figure 3 Screenshot 2

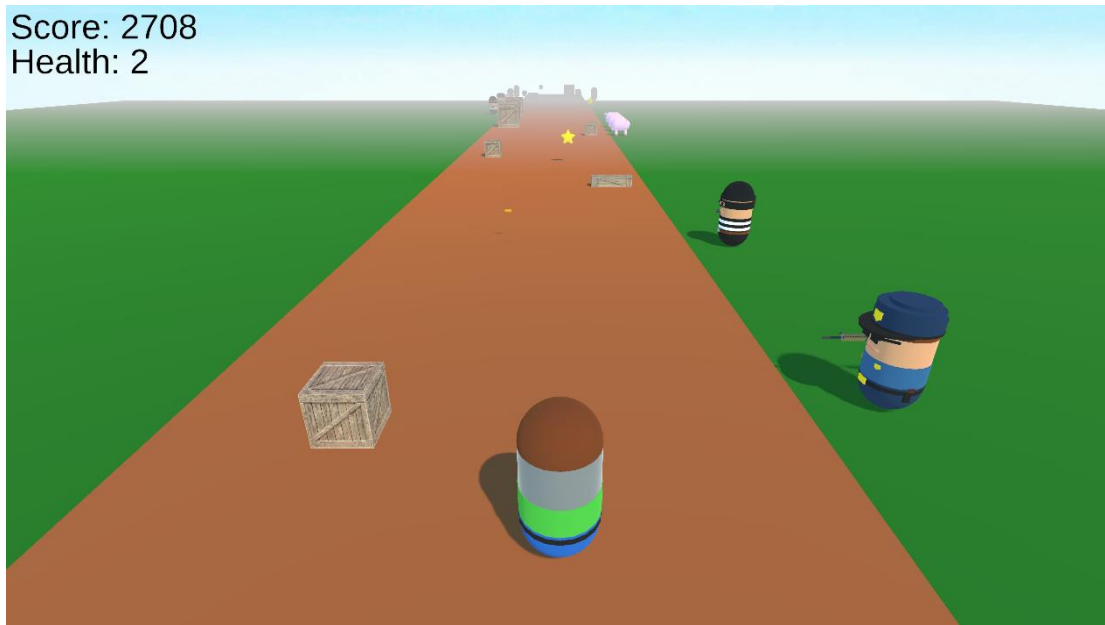


Figure 4 Screenshot 3

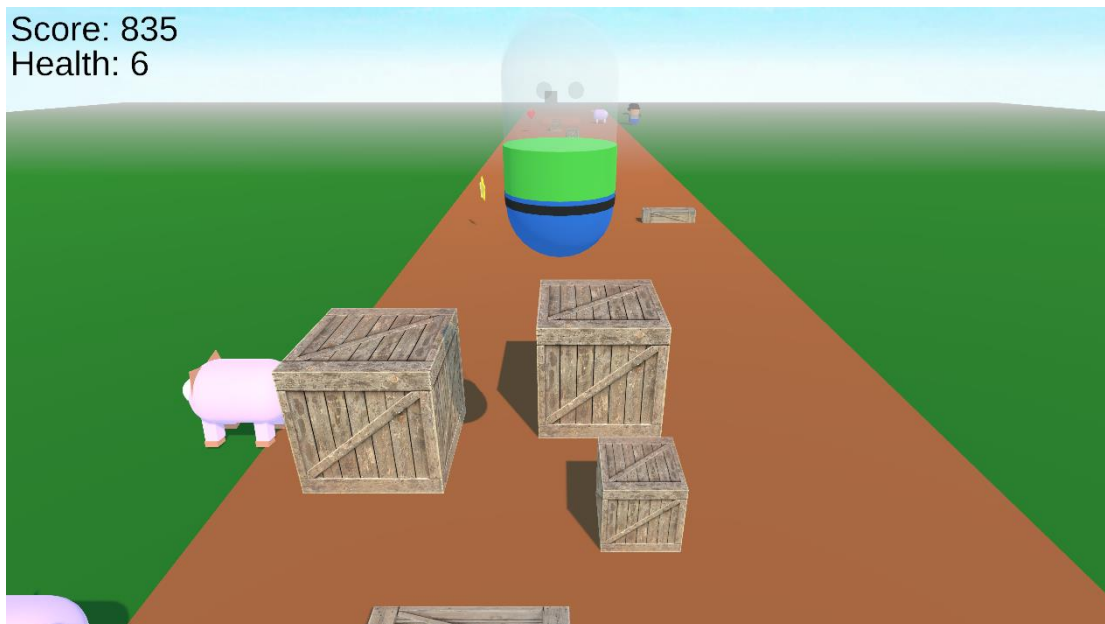


Figure 5 Screenshot 4

Extra Info:

Χρησιμοποιήθηκε Unity έκδοση 2021.3.16f1

Χρησιμοποιήθηκαν free assets από το unity store

Τα sound effect είναι από την ιστοσελίδα <https://freesound.org/>

Μέσα στα αρχεία του project υπάρχει και το Build (Windows 64-bit) για άμεσο gaming.

Δεν είμαι καλός με το να δίνω ονόματα.