



THREADRUNNER

by
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GAME CONCEPT

An endless side scroller runner game

STORY

Renee, a fearless Threadrunner who travels through different Threads in search of an elusive answer.

Renee's journey as a fearless Threadrunner began in a world where reality and consciousness intersected through a network of interconnected threads. Threads were like ethereal pathways that connected various dimensions, universes, and realms, holding the collective knowledge of all existence. It was within these mystical threads that Renee sought to uncover an elusive answer that had captivated her curious mind.

GAMEPLAY

Achieving high score as much as you alive running through 2 worlds. The player guides a pixelated Renee across a side-scrolling landscape, avoiding obstacles to achieve a higher score.

GAME IDEA

Like Dino game

GAMEPLAY REFERENCE

We took reference from the original dinosaur game from google UX team which is guiding the characters (Renee) running through 2 different worlds with different obstacle

GAME MECHANICS

- 1.As the game starts, the player should guide Renee with directional movement input from keyboard
- 2.Achieve Score as much as possible
- 3.The obstacle will random its position every worlds
- 4.The game ends when Renee crash into obstacles

GAME COMPONENTS

- 1.Mouse Controls (Start menu click and choose)
- 2.Fixed Side scroll Camera level design
- 3.Fixed position Obstacles

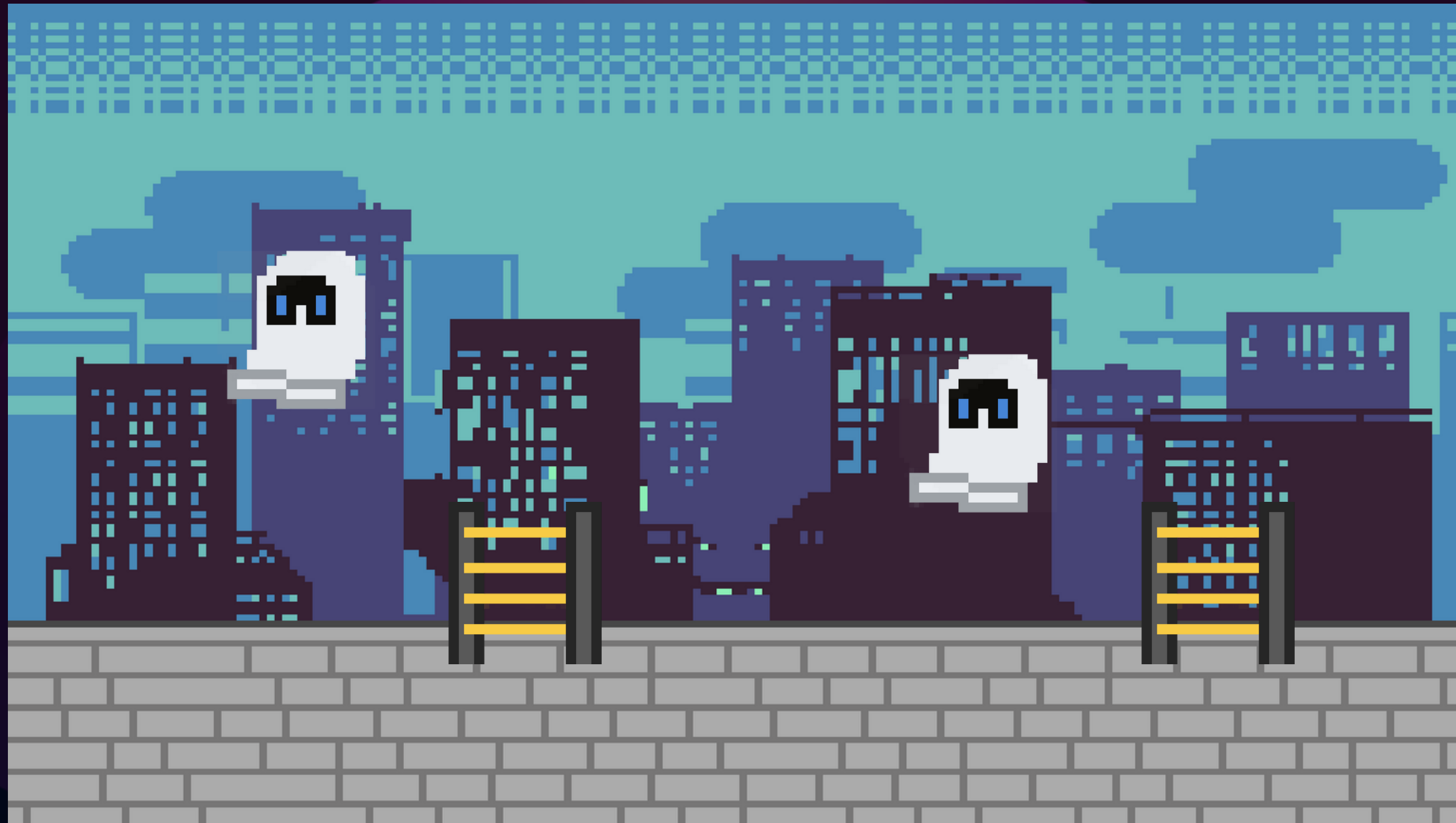
CHARACTER

Renee



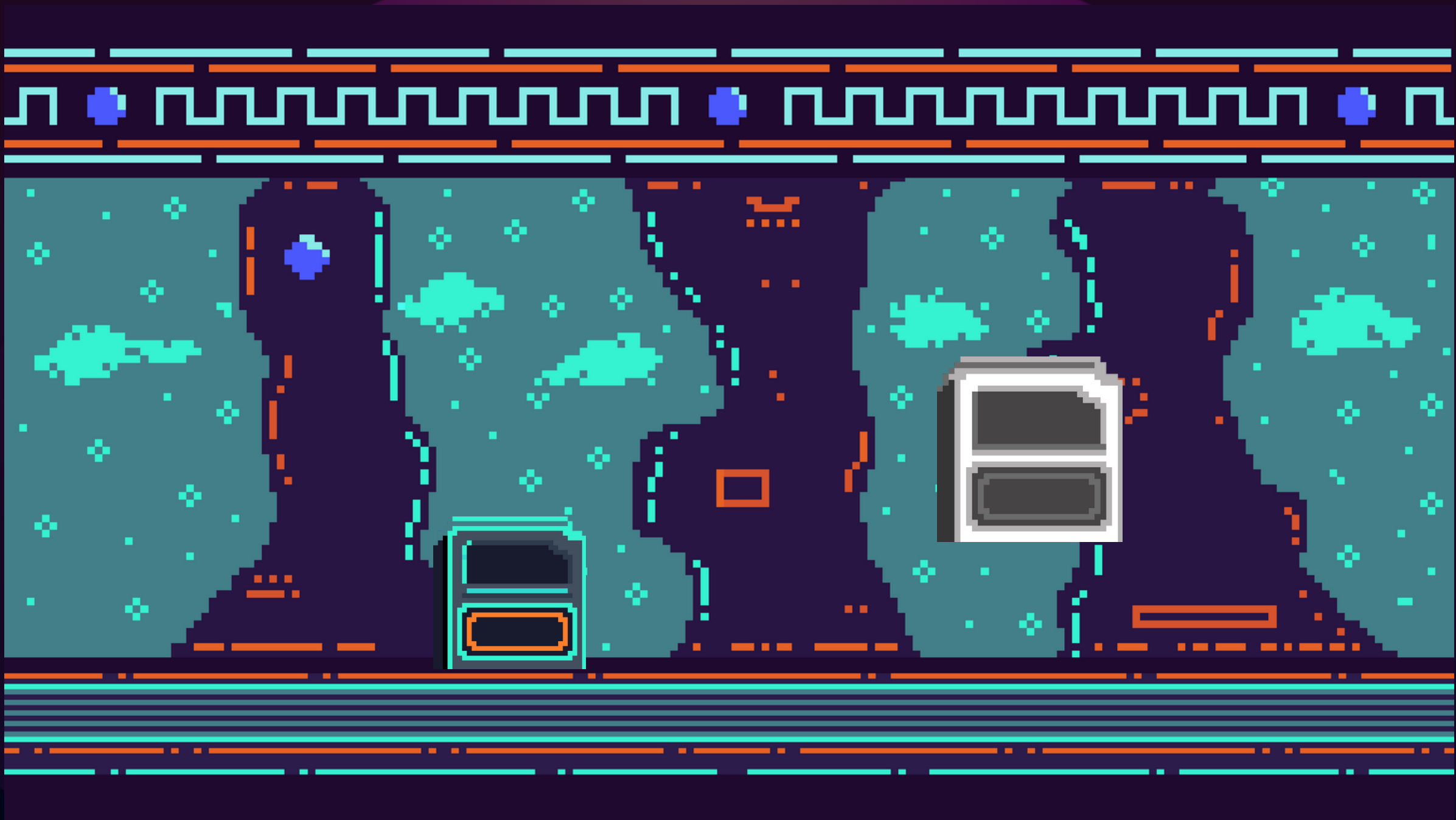
MAP AND OBSTACLE

Pixel City



MAP AND OBSTACLE

Ethereal Underworld



USER INTERFERENCE

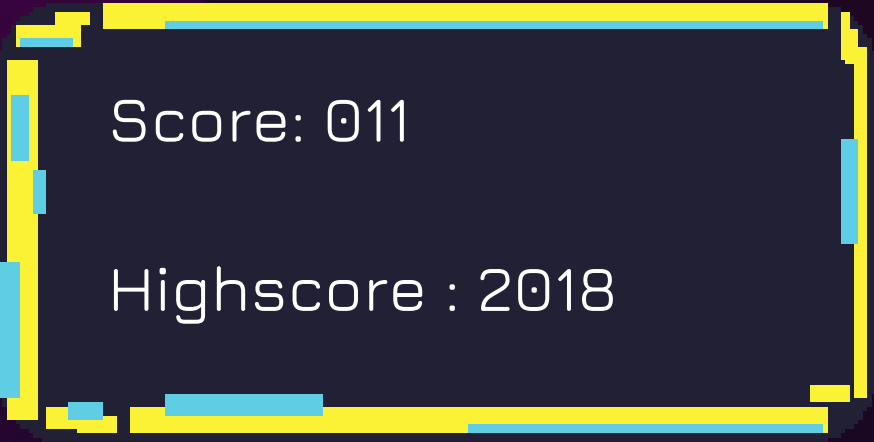
UI & UX



Start Menu



Retry Menu



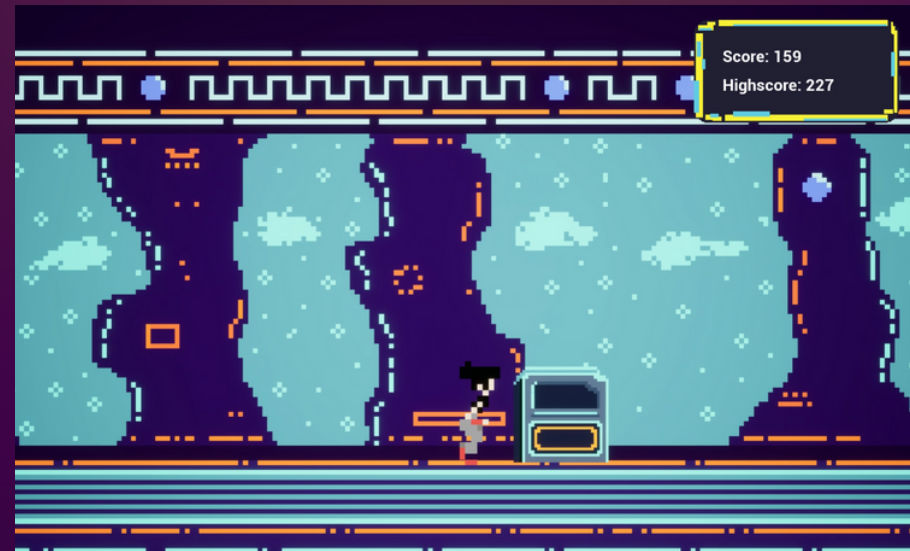
Scoreboard



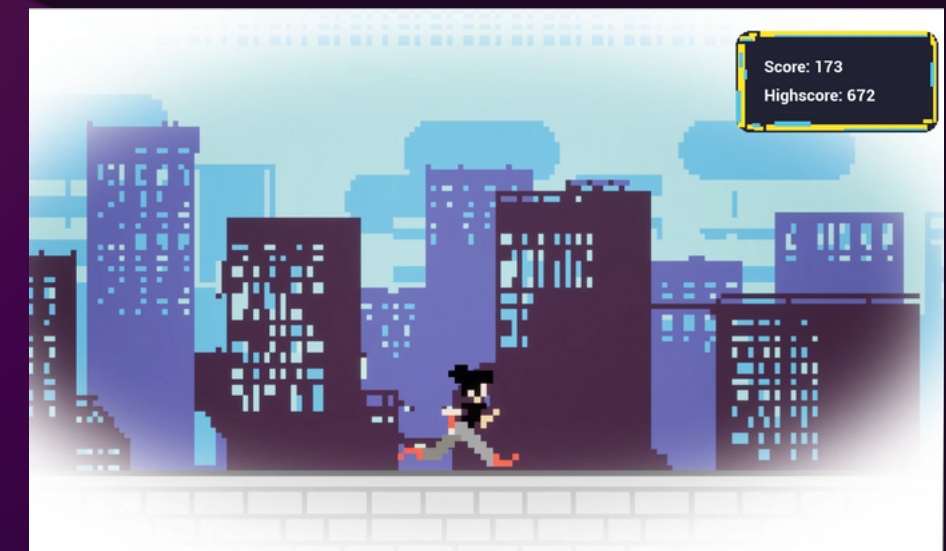
STORYBOARDS



Start Screen



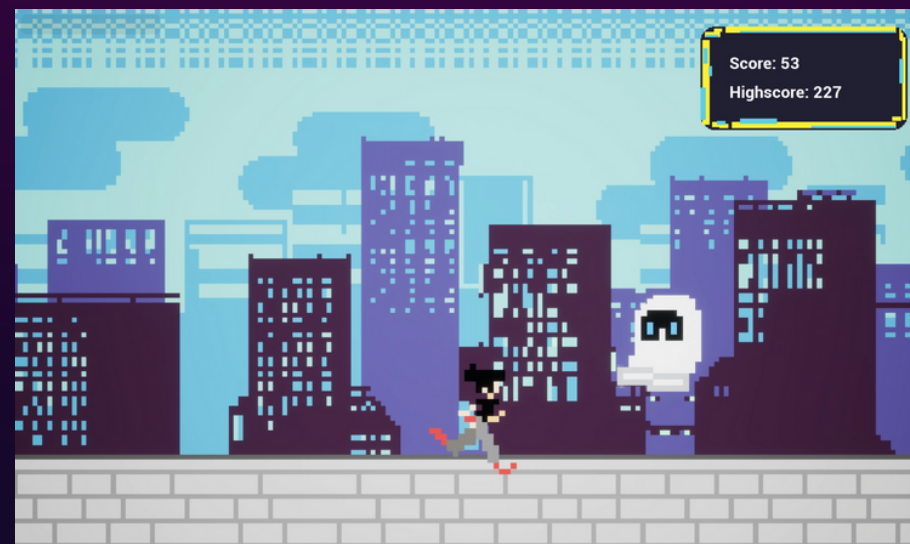
Ethereal Underworld



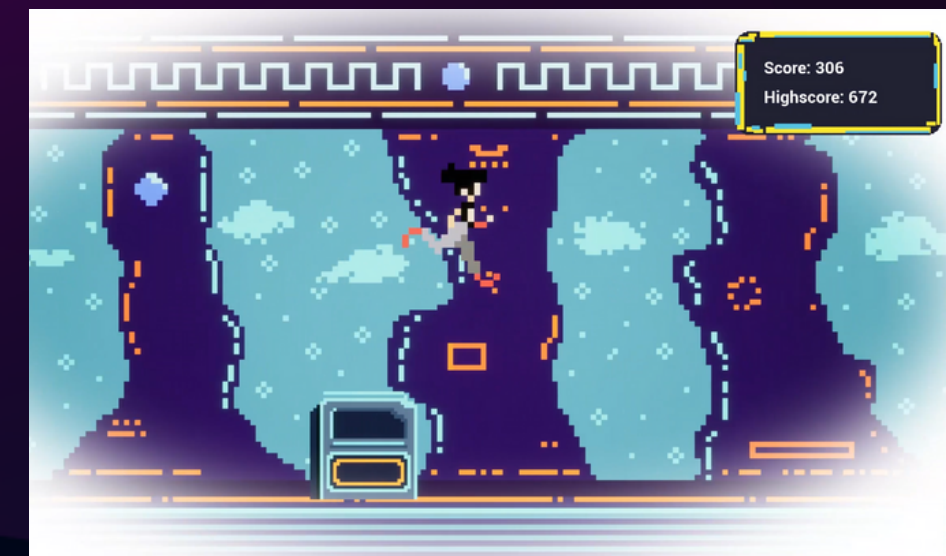
Pixel City after switch



Retry Screen



Pixel City Run



Ethereal Underworld after switch