Eion Daley

Rishi Patel

Ryan Tran

ESP Group 8

June 27, 2015

**Rishi Rush Final Report**

**Abstract:**

Rishi Rush is a 2D endless runner game for Android devices. It was inspired by the formation of the group formed, consisting of Eion Daley, Rishi Patel, and Ryan Tran.

The storyline this game follows a fictional lifestyle of these three men, in which they are young multi-billionaires. Each of them developed/gained their wealth through different means. Ryan inherited the role as the boss of a yakuza clan from his father, Eion took his talents to the national sport known as basketball, and went from undrafted to a hall of famer. Rishi just inherited his father’s wealth. These three men were suddenly attacked and chased by random mafias for their money. By creating the game, the user will play as one of the characters and help them escape their doom and retrieve their lost fortunes.

**Background:**

When the project was first introduced, our top priority was coming up with an idea with this question in mind: what can we do within a 7 day time interval? Surely it would seem crazy to create a fully functional game in only a week, but it’s not impossible. So the ideas were narrowed down to whether or not it was going to be a game or a real world application, how detailed it was going to be, how many layers or functions will it have, what will it accomplished, etc. We came to a conclusion that we wanted to make a simplistic 2D game, where the user/player can interact easily with the controls. After that, we thought about making a 2D table tennis or ping pong type game, but we thought that that was a little unoriginal and restricted in terms of creativity and customizing. So we agreed that the game was going to be an endless runner. Of course it was still somewhat unoriginal, but there’s more space for imagination to be implemented with this idea.

We were relieved finally get all of those issues out of the way, however, we then realized that we didn’t really know what the game will revolve around, its backstory, its tale. With very little inspiration at the time, our group decided that the story of this game will be about the three of us, as we will be the three main protagonists.

**Methods:**

They saying “easier said than done” came to our minds as we actually started creating the game itself. We understood we needed to gain more knowledge and information outside the teachings of our professors in order to get anything done successfully. We read the textbooks, looked at the documents that were given, and researched everything we could on the internet, however, we only learned as we could in such a short amount of time. We then found a tutorial that showed how to do the coding for creating an endless runner game, and it showed everything step by step. It was 3 to 4 hour session, not including the extra 2 hours trying to make sure all the right coding fell in the right place and that we were able to debug it. Next was implementing our own ideas and knowledge into it, this was where we had the chance to put our own flavor or creativity into it, but it was also around the time where we only had about two days left before presentations. Ryan handle all the graphics, so the visuals worked out fine, for both the game and the video presentation. The biggest hurdle was trying to mix our creation with the work done in Android Studio, and we still had to add our accelerometer from Processing into it (which we didn’t really know how to do). From then till presentation day, our struggles had worsen each hour, as implementing our own works into Android Studio, the whole coding collapsed, piling up more issues to fix. First issue was implementing our own character sprite, next was trying to add our own background, then was making sure all of the objects and buttons appeared where they were supposed to. In the end some of those errors still remained, however, at the very least we had a functional game running.

**Results:**

In the end, we had a beta. The game ran and functioned like it was supposed to, but it glitched and crashed at some points though, and the “Retry” button wasn’t placed correctly nor did it function properly at times. We couldn’t create a splash screen or main menu even though we had the animations for it done. Rishi is the only playable character, Eion and Ryan are still in development due to how we are still trying to figure out the coding that would let us add more players. As for the accelerometer, although we perfectly got it to work in Processing, we tried everything we could to transfer it to Android Studio, but it was no use. As for our presentation, it went better than intended. Our video knocked it out of the park, as we advertised our game properly and gained the attention of our audience through cheesey jokes.

**Discussion:**

We know our errors and how to fix them, so in the future, we should have a complete, fully functioning game. We asked ourselves what we could’ve done better, time management was something we agreed on because time was our biggest enemy. To get such a massive task on such short notice completely shocking, however, we took that challenge as a lesson for our future, to help us understand how the world of business is. What made this project incredibly difficult for our group specifically was the fact that none of us had any experience with computer science, and little to no knowledge on Java and coding. With all these complaints and issues aside, we still managed a 2D endless runner game that works at the basic level. Although it isn’t what we expected, we are proud about the work and dedication we put into it. This project wasn’t solely given to us in order to accomplish a certain task, but rather to give us experience on how to not only work with others, but also achieve a goal under pressure and restrictions.

If we didn’t learn how to code properly, use Android Studio or Processing properly, we at least finished this project and walked out of the course learning how to deal with the intensity and the high expectations of those who work in big corporations and industries. We will cherish the experience into creating Rishi Rush and use it to pave a path to brighter future.

**Conclusion:**

Rishi Rush was not physical, but mentally a success. The game based on the creators started with barely anything, yet got some production in the end. It honestly feels reassuring to know that we had, and still have, flaws in our game. It let’s us know that there’s plenty of room for improvement, and that’s what we intend to build on. Step by step, we’ll work out the flaws, and hopefully our final product will have a title screen, a screen selection to view scores, multiple players, and stops crashing every two minutes.

**References:**

In order to duplicate the work we’ve done so far, here are some links that can help in that regard:

This website has all the files used and or involved with our project

<https://github.com/ESP2015/ESP8>

This link is for those who wish to see the tutorial we followed in order to code/program the game

https://www.youtube.com/watch?v=PIG0yQ1o13w