



Fox Runner

A 3D platform game where players aim to travel as far as possible while avoiding obstacles and collecting extra time by jumping over gates.

- **Motion Capture Integration:** Designed for play using the ZED motion capture camera, allowing for a unique and interactive experience through real-world movement.
- **Obstacle Generation:** Utilized object pooling for efficient and smooth obstacle generation, ensuring optimal performance.
- **Web Version Simulation:** The web version of the game simulates player motion using arrow keys for a more accessible experience.
- **Endless Challenge:** Features dynamic, procedurally generated obstacles to keep gameplay engaging and challenging as the player progresses.

Check it out [here](#).

Skills/Tools: Unity3D, ZED Motion Capture, Object Pooling, Web Development, Game Design.