

# Endless Runner Multiplayer

**Team Members:** Guillem Arman and Guillem Dominguez

**Description:** As the title indicates, the game is a 1v1 Endless Runner. The objective is to leave your opponent behind as much as you can without tripping or getting stuck.

The twist is that you can send obstacles to your opponent by collecting coins in your path.

If you reach a big enough distance, YOU WIN!

## How to Play

### Controls:

- Running is automatic!
- A / D: changing paths.
- Space: Jump
- Space x 2: Double Jump
- S: Fall down faster from a double jump

### Playthrough:

After the two players are connected to the match, they start running facing different random level sections. Players can avoid obstacles by jumping (and double jumping) or by changing paths laterally.

While on the air, players can fall down faster to reset jumps.

After a bit of time, new level sections start spawning, and after 40 seconds total, the running speed increases to therefore increase difficulty.

There is a distance counter that calculates the distance between both players. If that distance reaches 150 meters, the player ahead WINS.