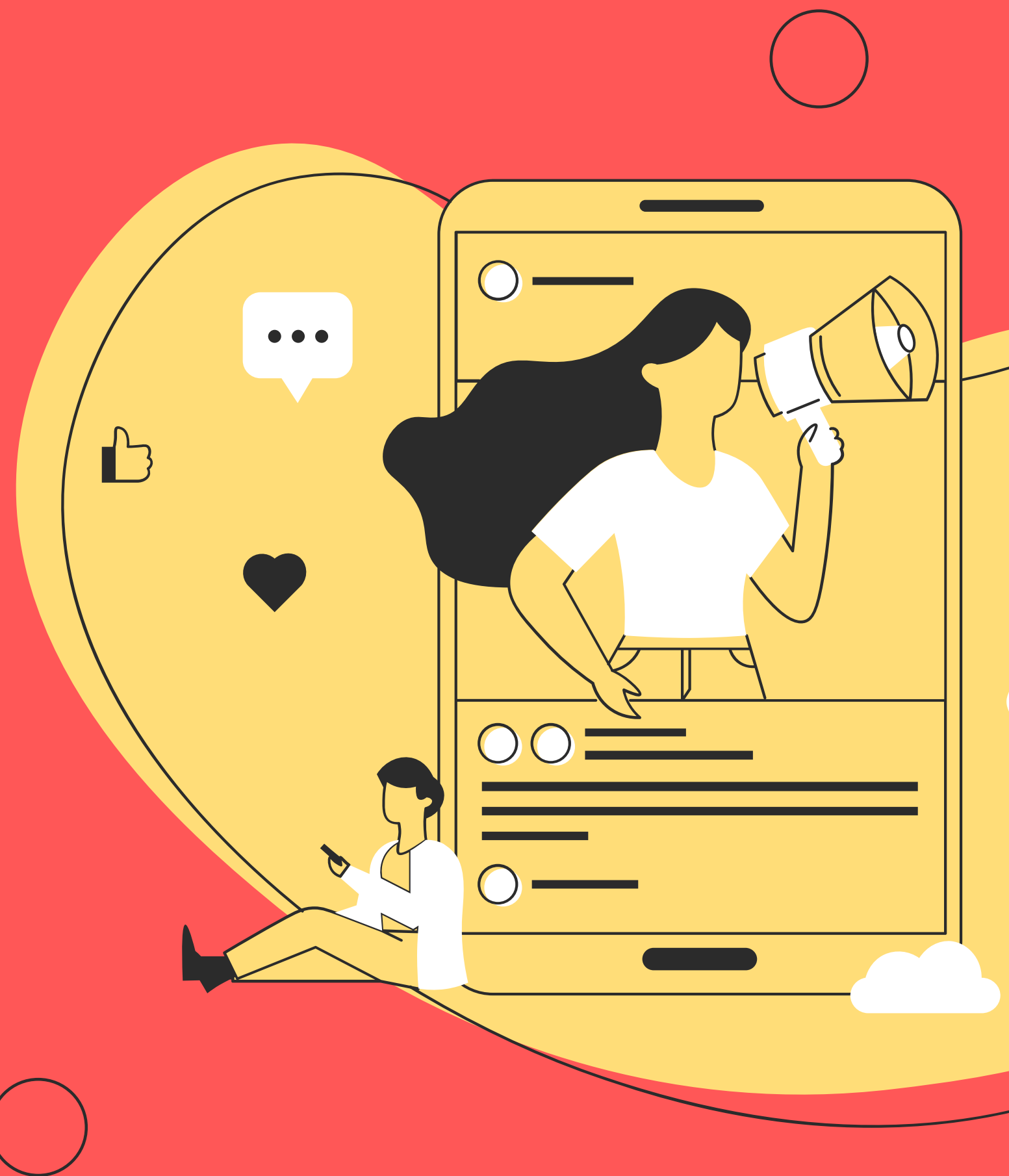


DEADLINE



Nesterenko Daniil
Katkov Timofei



RUN RUN RUN RUN RUN

HOW FAR CAN YOU
GO?

YOU CAN TEST YOURSELF, BUT YOU
CAN'T GET AWAY FROM THE
DEADLINE



CONCEPT IS - RUN OR DIE

What is this?

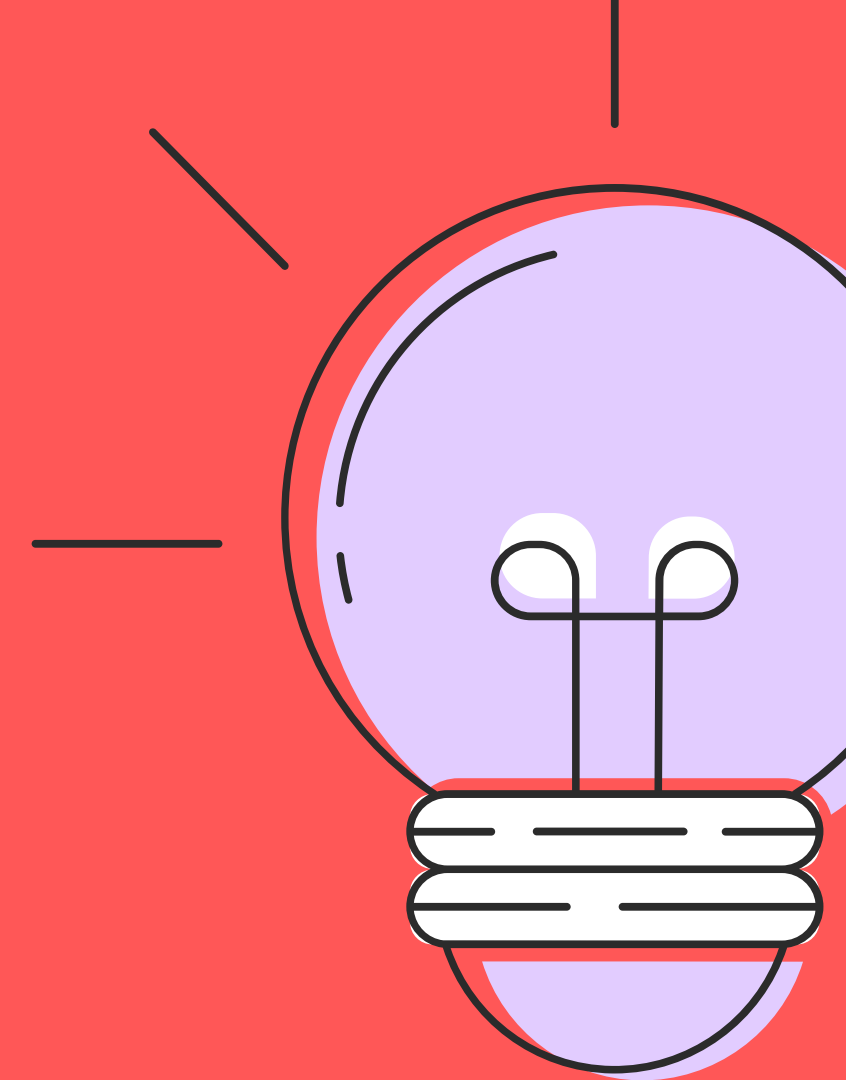
competitive arcade maze passage
with smooth time limit

Why is this?

In our opinion, this idea combines the requirements for the player's reaction and ingenuity. We aimed to create a game that would be both educational and fun. Developed and entertained the player



features of our game



Complexity

- smooth arc of difficulty
- increasing the pace of the game depending on the skill of the player

Variability

Presentations are communication tools that can be used as demonstrations, lectures, speeches, reports, and more. It is mostly presented before an audience.

Easy to learn hard to master

simplicity is the main element of a good project, the basis of each project should be easy to understand, so that the consumer does not have unnecessary difficulties if he does not want it

stack of technology

WHEN CREATING OUR GAME WE USED



GIT



Timeline

SEE MORE ON THE GIT



creating the basis for the game

implementation of walking, loading maps and textures, work with the camera

work on the environment, re-architecture

reworking the architecture of the application, creating a menu, generating a map, reworking walking mechanics

basic gameplay

implementation of character death, acceleration, animation, difficulty multipliers

work with sound

creating sound effects and adding music to the game

working with the database

realizing saves
cross-platform

A LITTLE ABOUT US

YANDEX LYCEUM STUDENTS

novice programmers

we are beginner programmers with little experience who want to learn a lot. Our experience in game development has helped us in development and will definitely bear fruit

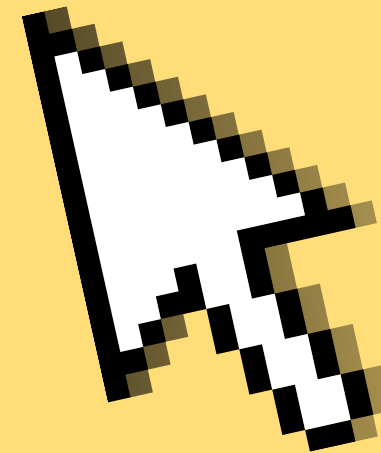
Nesterenko Daniil

Idea creator, game designer, designer

Responsible for graphics, interaction logic, main gameplay, level generation, performance test, etc.

Katkov Timofei

Team leader, responsible for the soundtrack, menu creation, saving, working with databases, code cleanliness and architecture rework





GAMEPLAY

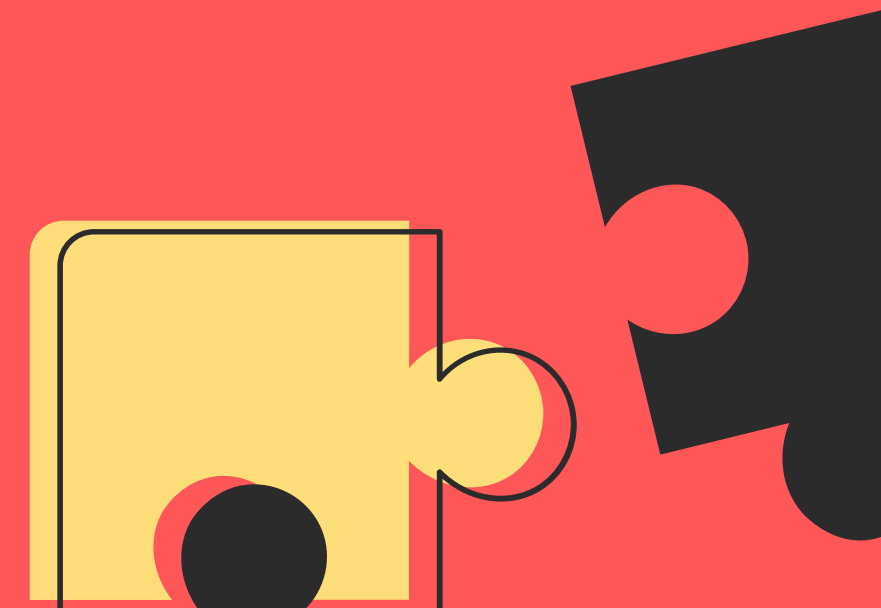


MAZE

maze - a simple way to connect imagination, memory and logic. Since the map is generated randomly every time, the player needs to navigate the situation, quickly think over the route and try not to get into a dead end

FIRE

impending flames stimulate the player to act faster, remember the return route and not walk in circles, look for the shortest paths





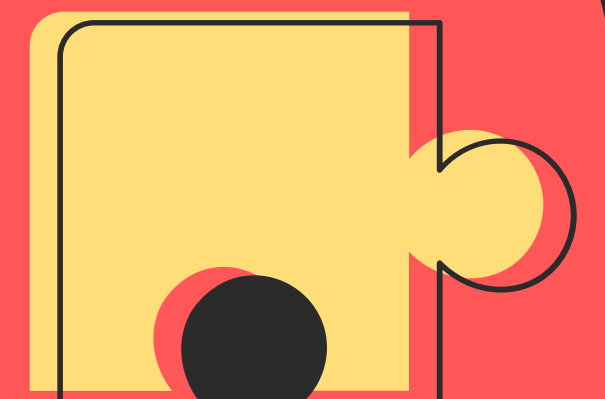
SOUND

Sound effects

Our game provides sounds of fire, walking and running for a better immersion

Music

music is the main part of our game, this beat stimulates the forehead to drive forward





Work with us!

WE NEED ANY YOUR FEEDBACK.

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