

AR

ANNA RUN



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A VIT THEMED RUNNER GAME



OVERVIEW

AnnaRun is a web application made by VITians for VITians. The game takes inspiration from a student's daily life at VIT, running away from the red tag anna, preventing any kind of encounter. The game is a 2D runner game which takes inspiration from PAC-MAN. The game is built using p5.js, which is a client-side library for creating graphic and interactive experiences, based on the core principles of processing. The front-end library lets us make use of 2D animations because of which the design of the game was possible. Being a web-based application, AnnaRun can be accessed by anyone from anywhere on any device. It being a responsive application, adapts to different screen sizes, be it be a desktop, a laptop or a mobile phone.





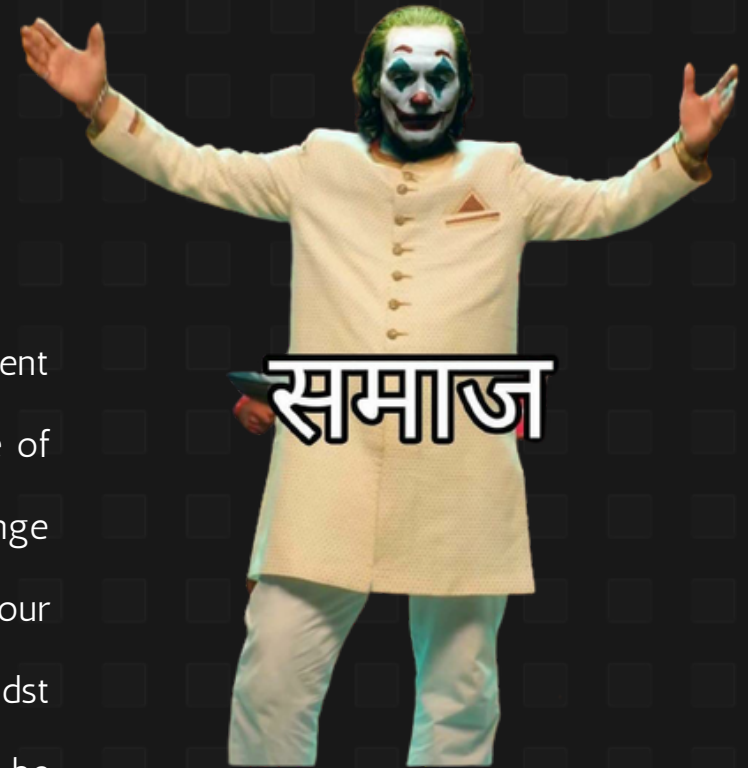
REAL LIFE APPLICABILITY

Video games have now surpassed the designation of "fad" to become a staple form of contemporary entertainment. The best source of entertainment and amusement is often something one closely identifies with and relates to. Video games have now also been proven as one of the best ways to cope and deal with stress. We have ideated over and chosen a VIT based game development based project as its human tendency to relate with similar people and online characters, as opposed to an 'idealized' version of something.



WHAT KIND OF PROBLEM IN THE SOCIETY IS IT ADDRESSING?

Although like most games, this game also primarily is for entertainment purposes, but it takes into due consideration the behavior and psyche of each and every VIT student. Hence, our game would include diverse range of maps and settings, inspired from our very own campus, where our character has to look for rewards while evading the red tags annas, amidst many other obstacles, who might try to catch you. It would not only be something new, but something each and every VITian would identify with and strongly relate to.



5 IMPORTANT CONTRIBUTIONS OF THE PROJECT.



- Unique
- Availability and Usability
- Entertainment
- Scope of development
- Expression

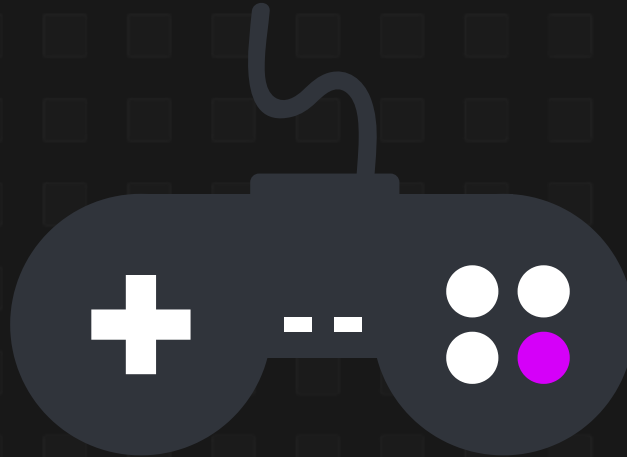




TECHNOLOGIES USED

- HTML for web browser display.
- CSS for styling.
- The whole application is a react web application.
- P5.js for 2D animations
- Docker for deployment
- Visual Studio 2019 as the primary text editing software.





CONCLUSION

In the scope of this project we got a chance to try our hand at game development using p5.js, a javascript framework designed specifically for 2D animations. We implemented a VIT themed maze runner game, featuring the player (as a student) and the Annas as the villains, running behind the student.

The player has to find their way around the maze, collecting powerups and completing levels, trying to get the highest score possible. We have made the game into a fully responsive web application that can be played and accessed via PCs and mobile devices alike.



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THANK YOU!

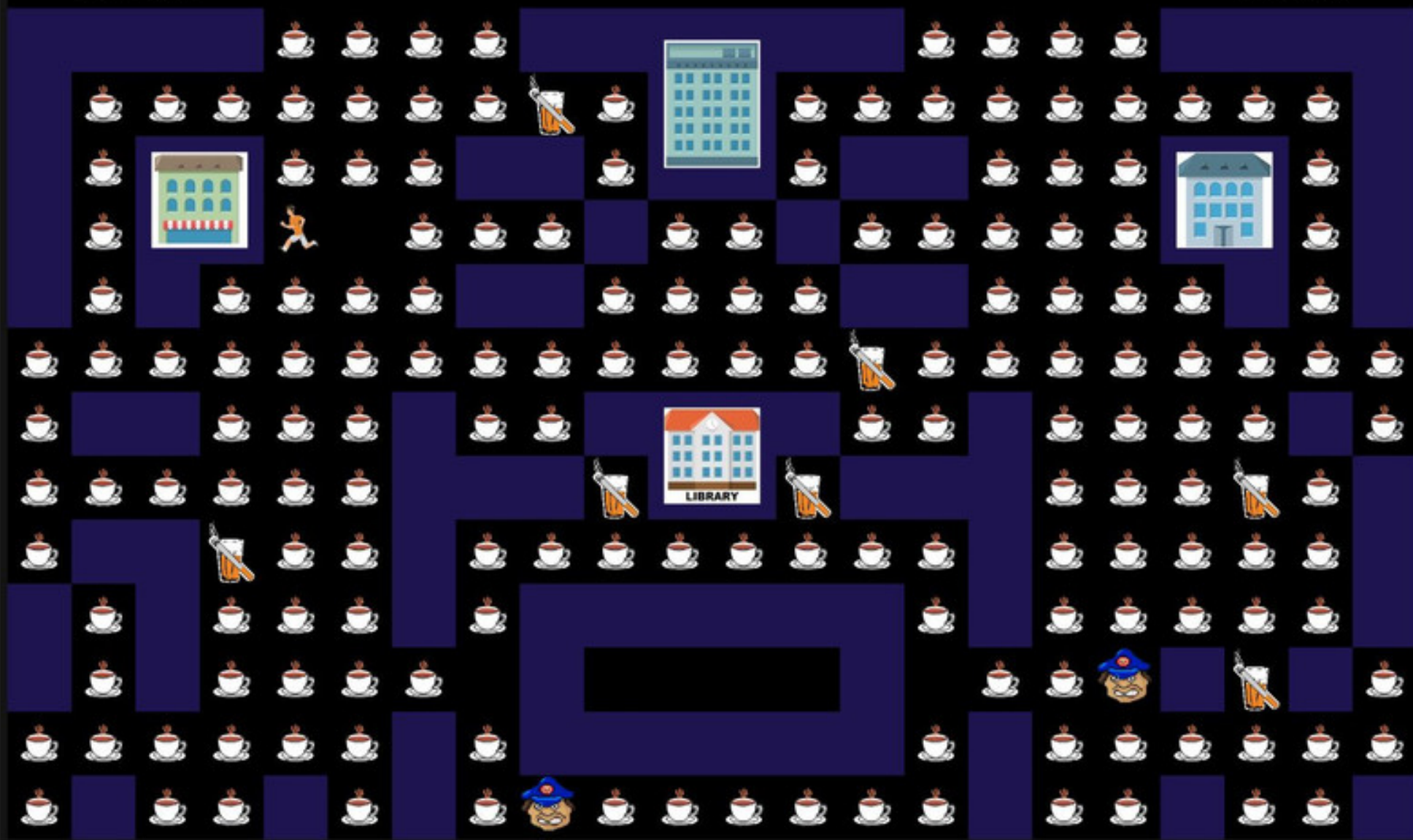
WE HOPE YOU ENJOYED PLAYING THE GAME
AS MUCH AS WE ENJOYED BUILDING IT

Visit our website for more details
www.annarun.tk



Score: 1

Level: 1





Game Over

Score: 27

Tap or Press Enter To restart