

Midterm Project
Mobile Application Development 2

Endless Jogging

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Endless Jogging

Introduction

Endless Jogging is a mobile game set in the historic city of Vigan, Philippines. The game follows a young boy jogging through the city's scenic streets while collecting halo-halo, a popular Filipino dessert, as a reward. This game combines elements of Filipino culture, engaging mechanics, and a visually immersive setting to provide a unique gaming experience.

Game Design

Theme and Setting - The game is inspired by the cultural heritage of Vigan City, a UNESCO World Heritage Site known for its Spanish-era architecture and cobblestone streets. The game environment is designed to reflect the city's distinct look, with well-known landmarks such as Calle Crisologo and the Bantay Bell Tower appearing in the background.

Mechanics

- **Endless Runner Format:** The game follows an endless runner mechanic, where the player controls a boy jogging through the city while avoiding obstacles and collecting rewards.
- **Obstacle Avoidance:** Players must dodge various obstacles such as jeepneys, fruit baskets, street lights, and saranggola to keep running.
- **Collectible Rewards:** The main collectible item is halo-halo, which serves as both a reward and a way to score points. Players can use these points to complete the level.
- **Level Progression:** While the game is endless, achieving certain milestones unlocks new levels that have added difficulty.

Development Process

1. **How We Developed the Game** The development of Endless Jogging began with the use of the endless runner template from the Flutter Casual Games Toolkit. This provided a solid foundation for the game's core mechanics, allowing us to focus on integrating Filipino cultural elements and refining gameplay features. Adjustments were made to ensure smooth movement, responsive controls, and engaging player interactions.
2. **Design and Prototyping**
 - The game's art style is pixelated with a vibrant color palette to match Vigan's warm and lively atmosphere.
 - Character design features a young Filipino boy in jogging attire.
 - Early prototypes were tested to refine movement, collision detection, and pacing.

3. Technical Implementation

- **Graphics:** The game features pixelated visuals to create a nostalgic, retro aesthetic that appeals to both classic and modern gamers.
- **Physics and Controls:** Smooth and responsive controls ensure a seamless experience for players.
- **Sound Design:** Features a catchy background music that will surely make the player fully immersed in the game.

Technical Decisions and Justifications

1. **Visual and Audio Elements** The pixelated visual style was chosen to capture the charm of Vigan City while giving the game a retro feel. Traditional Filipino music was incorporated to enhance the cultural experience.
2. **Cultural Integration**
 - **Setting:** Vigan was chosen to highlight the Philippines' rich heritage.
 - **Rewards:** Halo-halo was selected as the primary collectible to introduce players to Filipino cuisine.
 - **Obstacles:** Traditional elements such as jeepneys were included to make the game feel authentic.

Conclusion

Endless Jogging is a culturally immersive mobile game that showcases the beauty of Vigan City while providing an entertaining and engaging gaming experience. The combination of traditional Filipino elements with modern endless runner mechanics makes the game both educational and fun.