Adarna Run

Project Documentation

Game Background

Ibong Adarna is a Filipino epic about a legendary bird in the Philippines, where it perches on the silver stones at night. The concept of the game is that Ibong Adarna has to collect the silver stones and it has to dodge the obstacles ahead in order to complete the game.

Theme selection

With the epic of Ibong Adarna being deeply rooted with Filipino culture, playing a part for this past and current generation as a famous story told when we are kids. We chose this game to highlight and to preserve Ibong Adarna as a part of our culture and to introduce Ibong Adarna to the coming generations in the form of a game.

Mechanics

The endless runner mechanic was chosen because it has been a proven and tested game mechanic that many find enjoyable and is a simple mechanic that everyone can understand and enjoy.

The mechanics of the game are listed as follows:

- **Character movement:** Ibong Adarna can move around by tapping the desired location on the screen.
- **Goal:** The player has to collect the required amount of silver stone in order to complete the level.
- **Obstacles:** The player has to dodge the obstacles in the game by moving Ibong Adarna around. If the player hits one of the obstacles, the collected silver stones will reset.

Development Process

1. **Meeting and planning:** Brainstorming is conducted through occasional f2f meetings and mainly through messenger group chats.
2. **Collaboration:** Github was used for shared collaboration and modifying of codes.
3. **Using templates and Toolkits:** The Flutter Casual Games' toolkits and templates were used for the creation of the mobile game.
4. **Creating own designs:** Different media were used to create designs based from Ibong Adarna such as drawing apps, image resizers, and background removers.

Design and Filipino elements

Ibong Adarna is an epic that is widely known in the Philippines and serves a huge part in the Filipino culture. It is a story about a majestic, and magical bird that has the ability to cure any sickness through its song. Three princes set out to find this magical bird in order to cure the king's incurable disease.

The Filipino elements and design are listed as follows:

- **Game character:** The character that the player controls is the Ibong Adarna. This introduces Ibong Adarna to the players and gives the spotlight to the mythical bird.
- **Background:** The background of the game is set at the mountains of the kingdom of Berbanya. This is the setting of the epic and allows the player to visualize the mountains of Berbanya Kingdom.
- **Obstacles:** The obstacles of the games are stones, bushes, and mainly the prince that set out to obtain Ibong Adarna. This follows the epic showcasing that Ibong Adarna has to avoid the princes.

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