



The Runner

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MJ Studio

Personal project

Overview

A platform runner game based on Android. In Unity 2D, we are creating this game using all free assets available on the internet. We will also upload it to the Google Play Store. In this game, a human is running in a world where there are obstacles to overcome. It is the player's goal to overcome obstacles and stay in the game as long as possible to achieve the highest score.

Goals

1. Use Unity 2D to create this game
2. Ensure that the game looks good
3. Use free assets to develop the game
4. Create and upload the game to the Google Play Store by 28 October 2024.

Story

One night, a thief robbed a house and started running. The game will continue, but after hitting any obstacle, it will end.

Specification

I am starting with a cutscene: the cut scene like the thief robbing a house and starting the run.

Audio: The footsteps sound and the background sound like an environmental sound.

Dynamic weather.

Dynamic clocking day and night saves the number of the date and shows the high score

Add some VFX

Milestones

I. The First environment-base

Create the environment, first create the house for the cutscene, second create a different environment for the different places minimum of five places not including the house.

II. The script

Create all scripts for use in the game like player controller, weather controller, Time controller, Object pool, Score Collector, the game starter and end game, input and UI controller, etc

III. The Debug and add missing things and testing

Test the game and debug it, and also add some missing parts.

IV. The Publishing

Publishing the Play Store