**Game Programming with Data Structures Final Project: Tiny Runner**

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PROG2370-23F-Sec1- Game Programming with Data Structures

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December 10, 2023

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# **Description**

Tiny Runner is a side-scrolling game where the primary task is to jump over spikes using the Spacebar. The gameplay is designed to be intuitive, with a focus on simplicity and functionality.

Built upon concepts taught in class, the game's development involved enhancing these foundational examples to create functional features within the game. This game utilizes both free assets available within the Unity asset store and custom assets developed specifically for this project.

# **Class Diagram**

A diagram of a game

Description automatically generated

# **References**

Start Scene Background Music (title: Jazzy Frenchy) by Benjamin Tissot. <https://www.bensound.com/royalty-free-music/track/jazzy-frenchy-upbeat-funny>

Background Music (title: Smile) by Benjamin Tissot. <https://www.bensound.com/royalty-free-music/track/smile>

Obstacle and Character Images (Asset Package: Pixel Adventure 1) by Pixel Frog. <https://assetstore.unity.com/packages/2d/characters/pixel-adventure-1-155360>

Sound Effects (Asset Package: Casual Game BGM #5) by B.G.M B.G.M. <https://assetstore.unity.com/packages/audio/music/casual-game-bgm-5-135943>