**Project Overview**

Chicken InaRun this game is an Endless Runner genre, akin to the popular Google Chrome Dinosaur game. This genre is straightforward and captures the interest of a broad audience. Additionally, the familiarity with the Dinosaur game among Filipinos, often due to unreliable internet connections, makes it a relatable choice.

**OBJECTIVES**

Chicken InaRun offers a delightful escape from routines, engaging players with simple mechanics. Our determined rooster invites everyone to join the adventure!

**MECHANICS**

**Main Character**

* Manok na Pula (Rooster) We choose this because it resonates our Filipino Culture, particularly the cockfighting (Sabong) being a popular pastime in the Philippines.

**Character Control**

* The player interacts with the game by tapping on a touchscreen device.
* When the player taps, the rooster jumps to avoid obstacles.

**Obstacles**

* Bamboo Stalks and Nipa Huts: These tall bamboo stalks and nipa huts appear at random intervals. The rooster must jump over them. It resembles the iconic culture and environment of the Filipinos
  + Bamboo - represents the abundant flora found in the Philippines
  + Nipa Hut symbolizes traditional Filipino architecture and rural living.

**Scoring and Survival**

* The player’s objective is to survive as long as possible.
* The game keeps track of the distance covered by the rooster.
* Points accumulate based on the distance travelled.
* The longer the rooster survives, the higher the score.

**Visuals and Sound Effects**

* The game features a countryside, where it reflects the rural landscape commonly found in the Philippines.
* Sound effects include rooster crowing and obstacle collisions.

**Game Over**

* The game ends when the rooster collides with an obstacle.
* The player’s final score is displayed.

**Members:**

* Angelito Solis
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* Ken Laurence Martinez