Mobile | Low Poly | Isometric | Arcade

Good Run Evil

Good Run Evil is an infinite runner game set within a symbolic human mind, focusing on moral duality. Players navigate a three-lane course, dodging obstacles and making choices between attack and evade. Actions polarize a moral score between good and evil, influencing gameplay and visual elements. The game is built with Python and Pygame.

Mechanics

Automatic running: The character moves forward continuously, requiring player input for lane changes and obstacle interactions.

The core mechanic involves running automatically through a symbolic representation of a human mind. The player can switch between three lanes: left, center, and right. The game presents binary choices in the form of obstacles, where the player can either attack (negative action) or evade (positive action). These actions influence the polarization of a score, shifting it towards good or evil, and subsequently affecting the game's dynamics and visuals.

Three-lane movement: The player can switch between left, center, and right lanes to avoid obstacles and collect bonuses.

Moral choices: The player faces choices that polarize a moral score between good and evil, impacting gameplay and visual elements.

Rules

Continuous scoring: Players earn points passively over time.

The game features a scoring system tied to a polarization mechanic. Players earn +1 point per second of running. Positive actions (evading) add points and a bonus of 50, while negative actions (attacking) deduct points and apply a malus of 50. The score resets after each action. The game features transformation thresholds at certain score levels. The goal is to manage the polarization of the score and adapt to the changing environment.

Polarization actions: Choices to evade or attack obstacles affect the player's score and polar alignment.

Transformation thresholds: Reaching certain score thresholds triggers visual and gameplay changes.

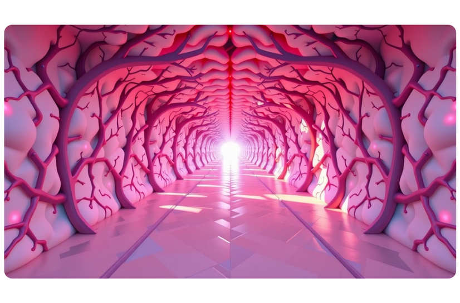
Game Start

The game starts with the initialization of a Pygame window with a resolution of 1920x1080 and a target frame rate of 60 FPS. The initial project structure includes folders for assets, source code, and data. The player starts with an initial speed of 5 units per second, which accelerates by +0.025 units per second every 30 seconds, up to a maximum of 15 units per second. The game uses a 3-lane course (left, center, right) and supports English and French interfaces.

Difficulty Progression

The game features a dynamic difficulty progression tied to the player's score and moral alignment. As the player earns points and moves towards either the 'good' or 'evil' extremes, the game transforms its visuals and introduces new challenges. Obstacle patterns become more complex, and the timing windows for successful actions become tighter, requiring players to adapt quickly to survive.

Environments



Procedural generation: The levels are dynamically created to ensure a unique experience each playthrough.

Polarity adaptation: The environment dynamically changes based on the player's moral alignment.

[object Object]

Three-lane setup: The player navigates through left, center, and right lanes within the procedurally generated environment.

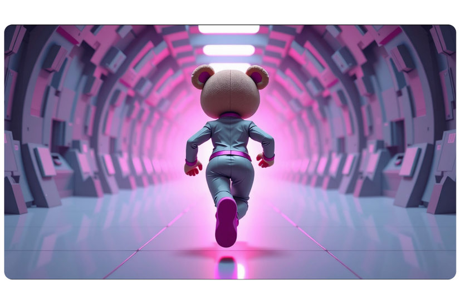
The game features procedurally generated levels composed of 25-unit segments. The level width is 7.5 units (2.5 units per lane), with a visual height of 5.5 units. The visible depth is 30 units, with fog starting at 25 units. Level states also depend on polarity. The game procedurally generates the environment, adapting it based on polarity and player progression.

[object Object]

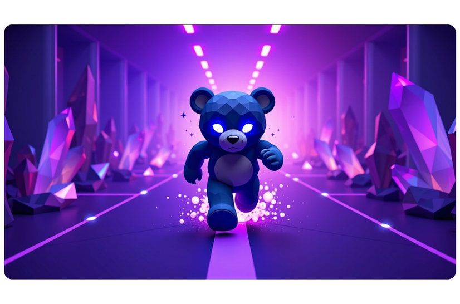
Visual cues: The environment provides visual cues to aid the player in navigating through the game.

[object Object]

Playable Characters



Créez un personnage humanoïde stylisé en vue de trois-quarts arrière, placé sur la voie centrale d'un couloir cérébral. Ce personnage nommé "Evil Blazy/Vilain Teddy" a une apparence équilibrée entre lumière et ombre. Il possède une silhouette mince mais athlétique, vêtu d'une combinaison aux tons gris moyen (#A9A9A9) avec des détails orchidée (#DA70D6). Son corps émet une faible lueur équilibrée, ni trop claire ni trop sombre. Sa tête ressemble à celle d'un ours en peluche stylisé, avec des yeux expressifs et une expression neutre. Le personnage est en position de course dynamique, prêt à interagir avec les obstacles devant lui.



Créez une version évoluée du personnage "Evil Blazy/Vilain Teddy" représentant son état positif/bienveillant (niveau 4). Il court sur la voie centrale d'un couloir cérébral qui a évolué vers des tons violet profond. Le personnage a maintenant une apparence sombre mais noble - sa silhouette est définie par des tons gris foncé (#2A2D34) et bleu-violet (#483D8B). Sa tête d'ours en peluche stylisée a des yeux lumineux bienveillants. Il émet des particules blanches éclatantes formant une traînée lumineuse lavande (#E6E6FA) derrière lui. L'environnement autour de lui s'est transformé avec des structures cristallines guérissantes et des motifs lumineux apaisants. Son attitude est calme, déterminée et protectrice.

Créez une version évoluée du personnage "Evil Blazy/Vilain Teddy" représentant son état négatif/maléfique (niveau 4). Il court sur la voie centrale d'un couloir cérébral qui s'est transformé en environnement rouge sombre et menaçant. Le personnage a maintenant une apparence blanche inquiétante (#F5F5F5) avec des accents bleu clair glacial (#ADD8E6). Sa tête d'ours en peluche stylisée a des yeux perçants et une expression menaçante. Il émet des particules noires formant une traînée sombre derrière lui. L'environnement autour de lui s'est dégradé avec des fissures, des lésions et des structures malsaines. Son attitude est agressive et prédatrice, émanant une aura de danger.

Enemies

Le Jugement des Autres: Phantasmal figures representing societal judgment, encountered early in the game.

L'Échec: An imposing shadow representing failure, encountered as a boss-level challenge.

La Vérité: A reflective humanoid mirror representing truth, requiring precise timing to overcome.

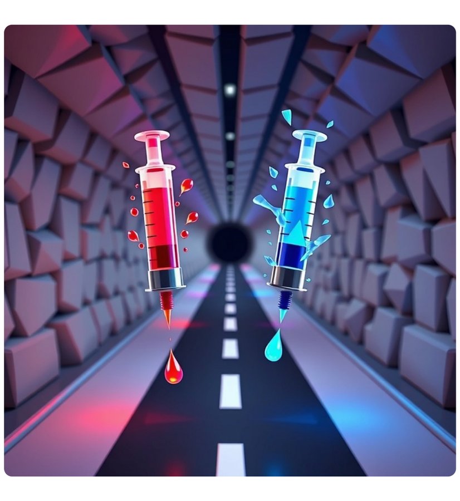
The game features various obstacles and enemies, each appearing at specific levels. 'Le Jugement des Autres' (Level 0) appears as semi-transparent phantom silhouettes with a size of 0.8x1.0 units, using a palette of #778899 to #A9A9A9, with opacity between 0.4 and 0.6. The reward for overcoming this obstacle is +20 polarized points. 'La Vérité' (Level 1) is a reflecting humanoid mirror, sized at 0.9x1.2 units, with a palette of #B0E0E6 to #4682B4, rewarding +50 polarized points.

L'Amour Non Réciproque: A split entity that occupies two lanes, representing unrequited love.

Resources

Speed bonus: Increases the player's speed for a short duration.

The game includes bonus items such as speed boosts, temporary immunity, and score bonuses. Speed bonuses (+50% for 5 seconds) appear as either sports shoes (positive) or wolf traps (negative). Temporary immunity (3 seconds) is represented by a red syringe (positive) or a blue syringe (negative). Score bonuses (+100 polarized points) are styled as Caesar salads (positive) or triple cheeseburgers (negative). Each bonus has different effects depending on the polarity of the player.



Temporary immunity: Grants the player invincibility for a few seconds.

Score bonus: Provides additional points based on the player's current polar alignment.

User Interface Elements

Score display: Shows the player's current score, changing color based on polarity.

The UI includes a HUD displaying the total score at the top-center of the screen, with the color changing based on polarity. A temporary counter is placed below the score in a light gray font. A vertical bar/gauge at the top-left indicates the player's polarity. Active bonus timers are displayed at the bottom-right with icons and counters. Menus feature a calm background with a logo at 30% height. The Game Over screen displays 'Synchronisation perdue' along with the score, reflecting polarity.

Polarity indicator: Visually represents the player's alignment on the good-evil spectrum.

Bonus timers: Tracks the duration of active bonus effects.

Sound Design Elements

Dynamic music layers: The music evolves based on the player's moral alignment, enhancing the atmosphere.

The game features dynamic music that changes based on the player's actions. The neutral layer consists of ambient synths in E minor, between 120-140 BPM. The positive layer uses strings and pianos in G major, gradually activating as the player leans towards good. The negative layer incorporates basses and percussions in C minor, intensifying as the player leans towards evil. Main sound effects include lane change sweeps (300Hz?500Hz), attack impacts (800Hz + noise), evade whooshes (1200Hz?800Hz), timing arpeggios, and a game over impact.

Distinct sound effects: Each action has a unique sound that reflects the current moral polarity.

Adaptive audio cues: Changes in gameplay and moral alignment trigger corresponding audio cues.

Technical Specifications

The game is implemented using Python with Pygame. Key classes include Game (managing game flow and states), Player (handling position, animation, and actions), LevelGenerator (for procedural segment creation and obstacle placement), ObstacleManager (managing obstacles and collision detection), ScoreSystem (tracking scores and polarity), and AudioManager (managing music layers and sound effects).