



GALWAY MAYO INSTITUTE OF TECHNOLOGY, DUBLIN  
RD CAMPUS

BSC IN SOFTWARE DEVELOPMENT

**Mobile Applications Development 3 Design Document**

*Tomas O'Malley (G00361128)*

Lecturer Damien Costello  
Department of Computer Science

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# Contents

# Chapter 1

## Project Overview

Welcome my name is Tomás O'Malley (G00361128@gmit.ie) I am a final year Software Development student studying @ Galway Mayo Institute of Technology . Here I will be documenting the obstacles , game design etc to my ment for myis the Design 4th Year D endless runner for the Module Mobile Applications 3

## Chapter 2

# Game Philosophy

## Chapter 3

# Game Philosophy

## Chapter 4

# Introduction to 3D Gaming

### 4.0.1 Types of Games

#### 1. 3D Rail Shooter

- A rail shooter is a type of action-based video game. In a rail shooter the player control is limited to directing where to fire a virtual gun or move their avatar around the screen; the player does not control the path their avatar takes from the start to the end (although they may be able to pause that movement). Examples of 3D Rail Shooter - StarFox 64 on nintendo 64.

#### 2. - 3D Endless Runner

- An Endless Runner is characterized as an action game, linear in design with no end, without pauses or breaks for rest and no stages or changing levels. It has one continuous level. The game difficulty starts slow and easy. Examples of Endless Runners include Temple run available on the Ios Platform.

#### 3. Traditional Board Game

- Board games are traditionally a subset of tabletop games that involve counters or pieces moved or placed on a pre-marked surface or "board", according to a set of rules. In common parlance, however, a board game need not necessarily contain a physical board.

## Chapter 5

# Front End

## Chapter 6

# Control Mechanisms

## Chapter 7

# Software

## Chapter 8

# The Gameplay

## Chapter 9

# Game Characters

## Chapter 10

# Level Design

## Chapter 11

# Obstacles

## Chapter 12

## References