



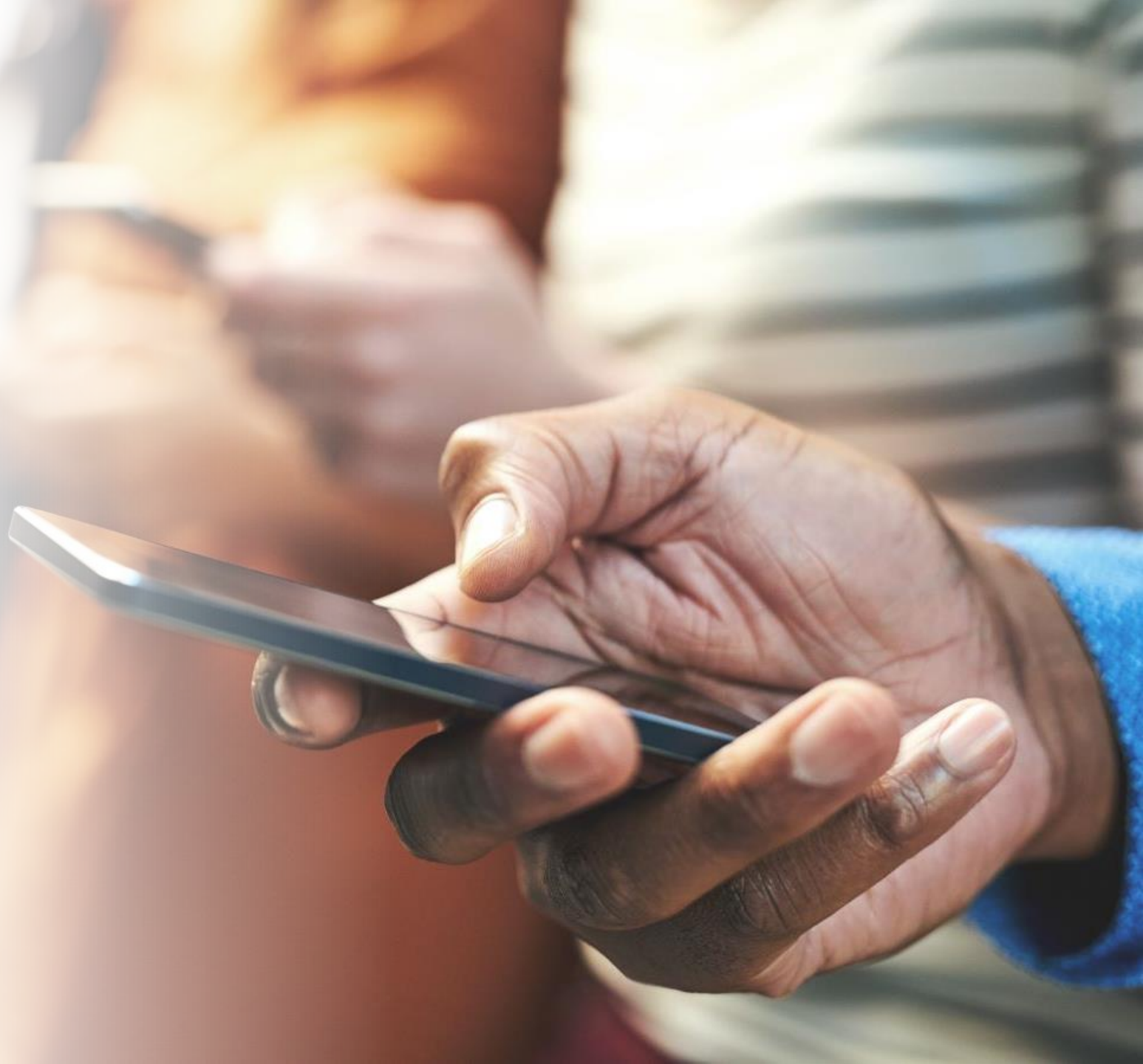
# Debt & Addiction The Game

By: Steven Zhao



# Introduction

- **Debt and Addiction:** Debt ridden and in shambles, our protagonist is on the run from the debt collectors. Run for as long as you can before they catch you.
- **Project Type:** Mobile Game
- **Goal of the Project:** Project is to make an Endless Runner Game





# Research and Precedents

- **Key references, inspirations, and research findings:**
  - Temple Run
  - Subway Surfer
  - Minion Rush



# Project Breakdown

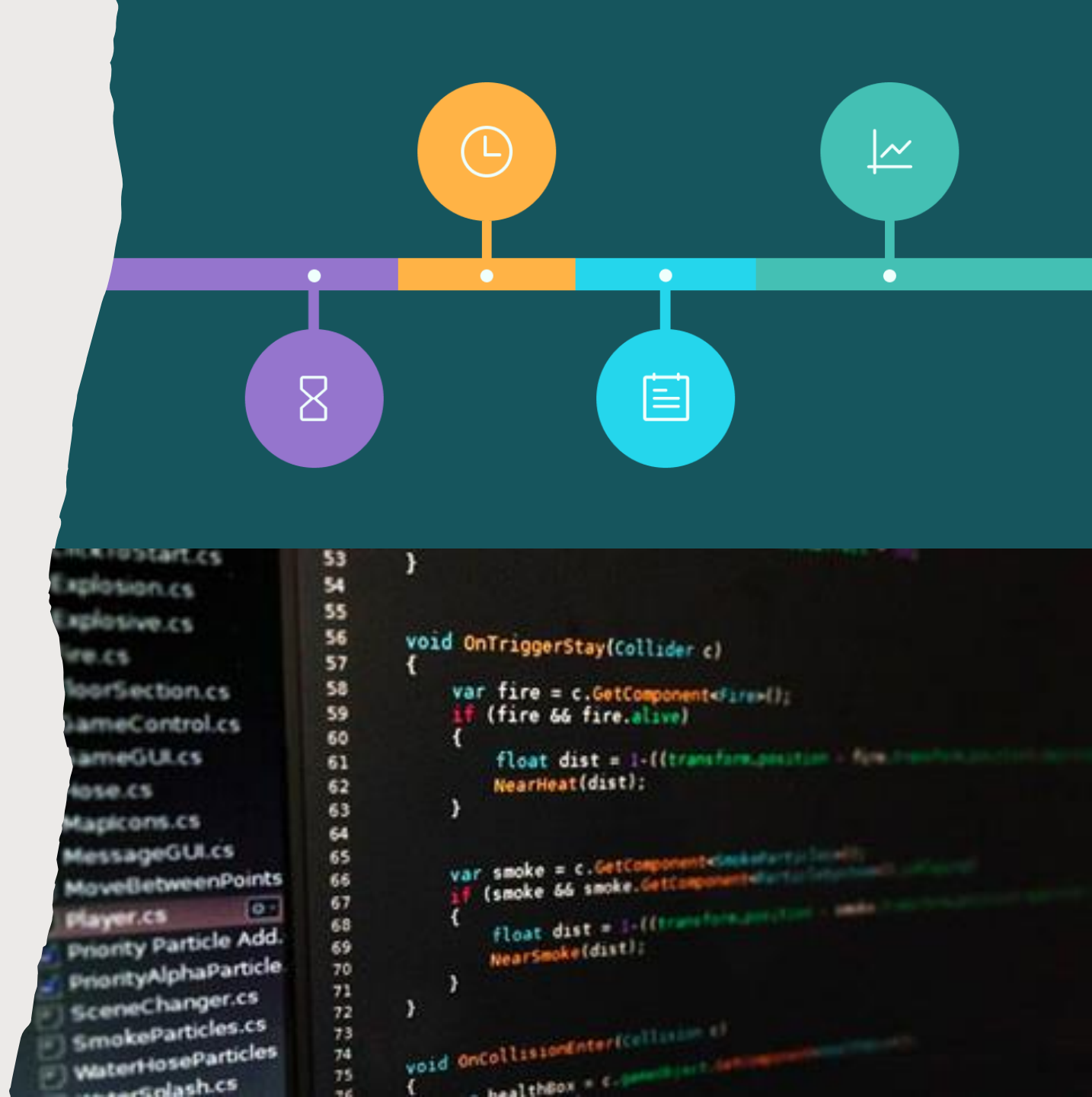
- **Climax Version:**
  - Cosmetics
  - Multiple Themes
  - Leaderboard
  - Skills & Upgrades
  - Currency System
- **Prototype Plan:**
  - Start Function
  - Run Infinitely
  - Death When Caught
  - Restart Function
- **Technical requirements & tools needed:**
  - Unity, AI – Reference/Coding help
- **Expected challenges or uncertainties:**
  - Rigging/Animation of Models
  - Time Management
  - Better Understanding of Unity





# Milestones & Feasibility

- **Breakdown of key milestones in GitHub:**
  - Basic Understanding of HOW to make an Endless Runner
  - Making the Code Run
  - Create Prototype
  - Get Feedback
  - Make Changes
- **Estimated timeline and development strategy (prototype):**
  - Current: Finish all Mid Terms
  - 2 Weeks: Fundamentals of Endless Runner
  - 1 Week: Gathering Assets
  - 2 Weeks: Coding (Run and Death)
  - 2 Weeks: Coding (Start and Restart)
  - 1 Week: Testing Trial and Error
  - Whatever Time is Left: Polishing Prototype





# Written Proposal Link

- [Link](#)

Questions?

