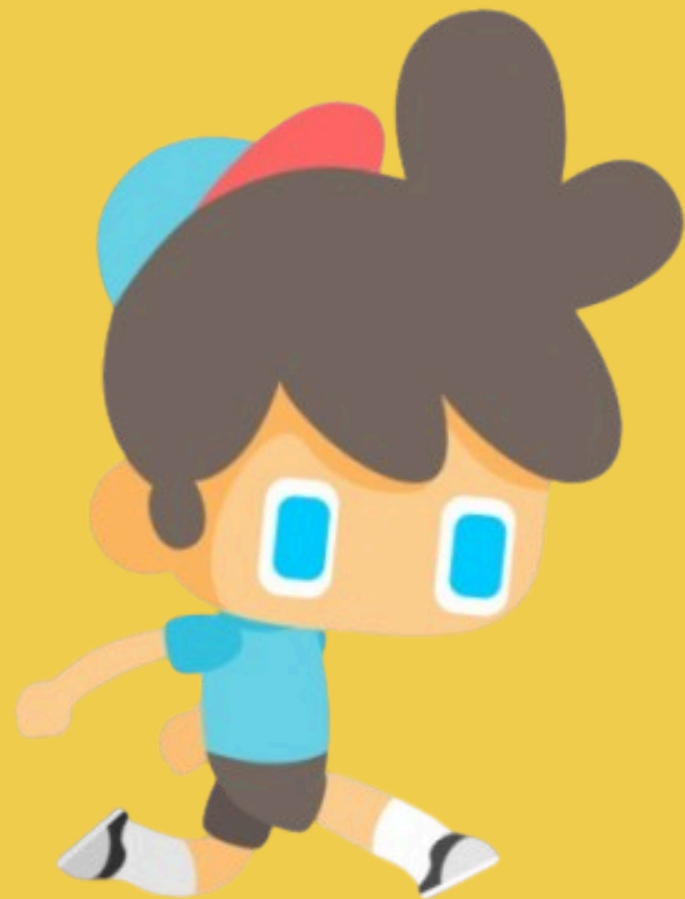


ENDLESS RUNNER

LETS PLAY



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INTRODUCTION TO THE GAME CONCEPT



Players of this endless runner game must make their way through a dynamically created desert setting. The game will end if a collision is detected, however the player must protect him from the obstacles.





CORE GAMEPLAY AND MECHANICS

- Endless Running
- Unique Obstacles in Each Run
- Player Speed Increases

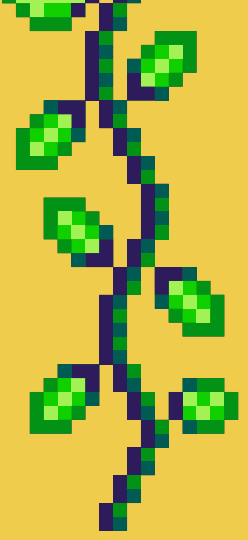




DEVELOPMENT PROCESS AND CHALLENGES

The development method featured character leaping frame issues, collision issues, and character killed issues, all of which were repeatedly evaluated and revised codes and logic.

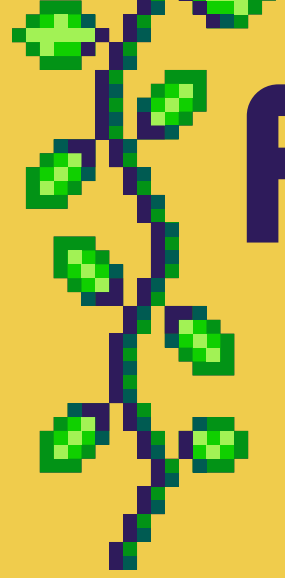




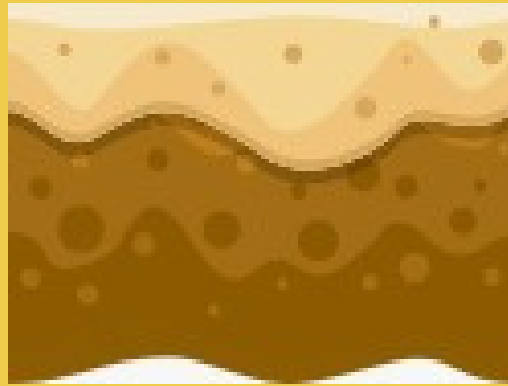
ACHIEVEMENTS AND LESSON LEARNED

- Learned to built game using UNITY
- Successfully integrated player features
- Learned the importanec of balancing game mechanics





FUTURE IMPROVEMENTS AND POTENTIAL EXPANSION



- Introduce Seasonal events and limited-time challenges
 - Introduce multiple levels
 - Collection of small treasures



THANK YOU

