

PLAYER 1



HIGHSCORE 2500

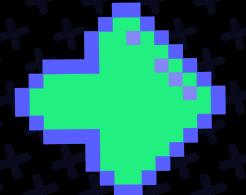


PLAYER 2

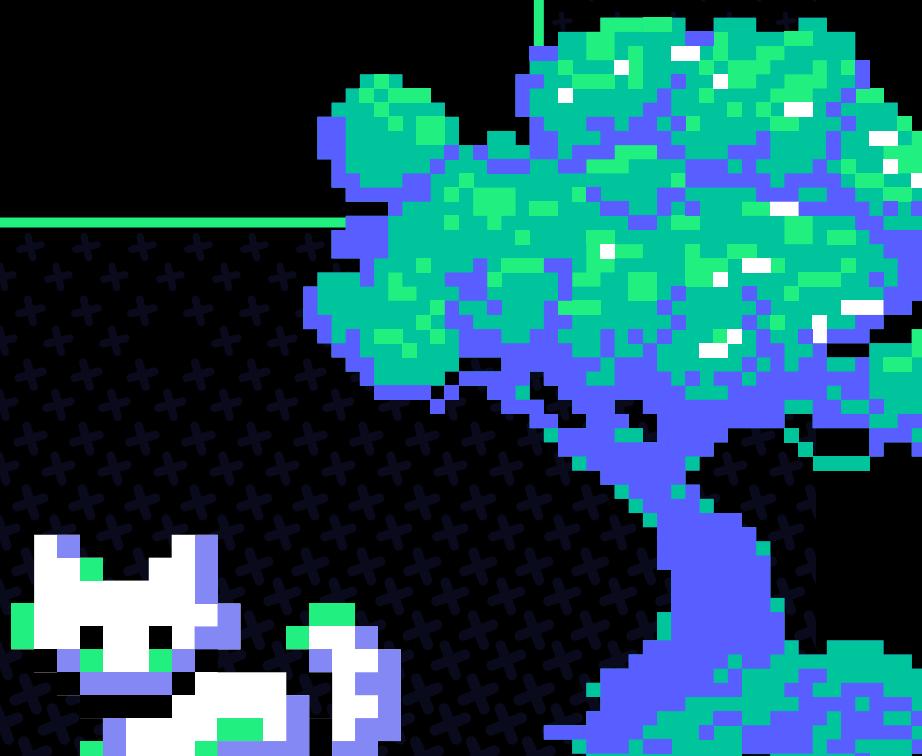
ENDLESS RUNNER

PROJECT PROPOSAL

PRESENTED BY



RIMSHA LARAIB
MEHAK FATIMA
TAHRIM BILAL
YUMNA MUBEEN



MENU

→ 01

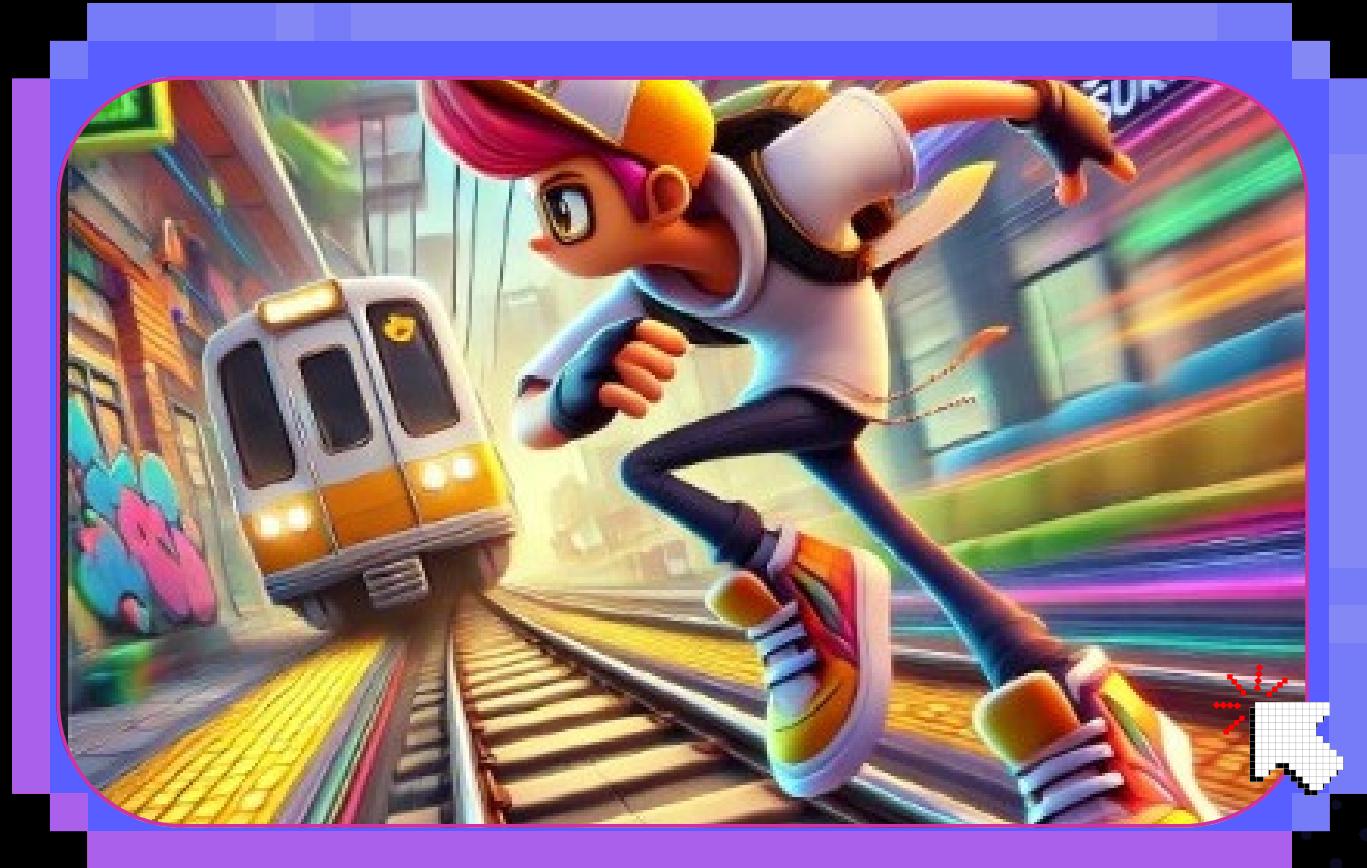
◆ 07

★ 12



INTRODUCTION

AN ENDLESS RUNNER SHOWCASING A CHARACTER (THE RUNNER) WHO RUNS THE WHOLE WAY UP IN FRONT OF OBSTRUCTIONS. THE PLAYER NEEDS TO SWIPE THE SCREEN IN ORDER FOR RUNNER JUMPS OR SLIDE THROUGH DIFFERENT OBSTACLES.

**RUN**

SIGN IN



BACK TO AGENDA PAGE

SPRITES



GEOMETRICAL SHAPES



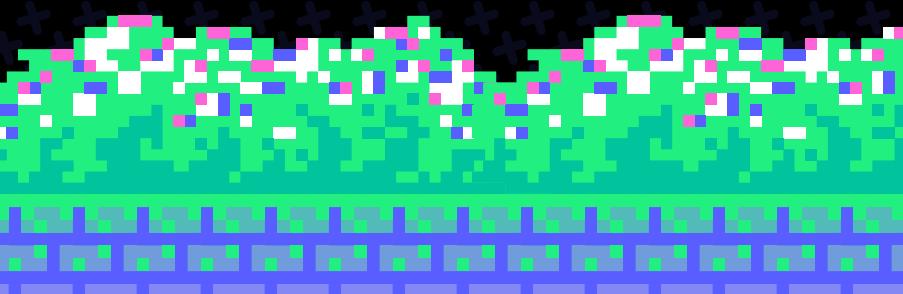
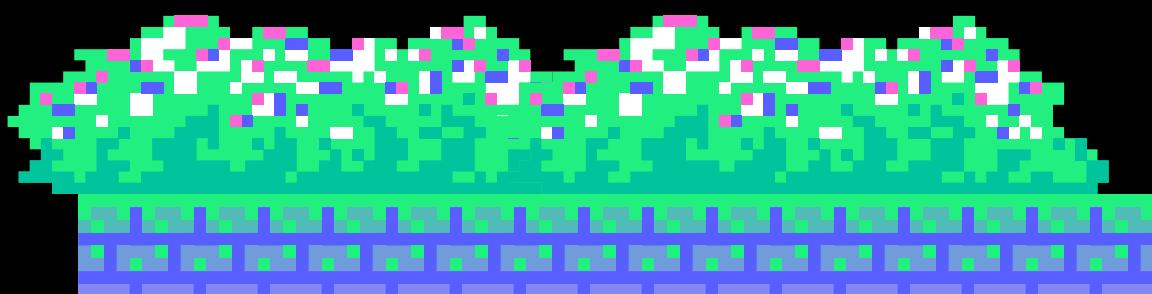
COINS



BLOCK



BOUNDARY



MENU



FUNCTIONALITY

- ◆ MOUSE AND KEYBOARD INTERACTION

On pressing the button character will jump

- ◆ BOUNDARY AND COLLISION CHECK

Ensuring the players does not pass through the obstacles

- ◆ SCORING

Scoring on the basis of jumps

PLAYER 1



➡ PHYSICS ANIMATION

1. **GRAVITY:** When character jumps, he doesn't float or move linearly. Gravity pulls him down, creating a smooth curve as he falls
2. **COLLISION DETECTION:** CHARACTER INTERACTS WITH THE ENVIRONMENT BY COLLIDING WITH PLATFORMS, ENEMIES, OR OBSTACLES.
3. **JUMP MECHANICS:** · THE LONGER THE BUTTON IS PRESSED, THE HIGHER CHARACTER JUMPS, THANKS TO IMPULSE FORCES.



➡ FRAME ANIMATION