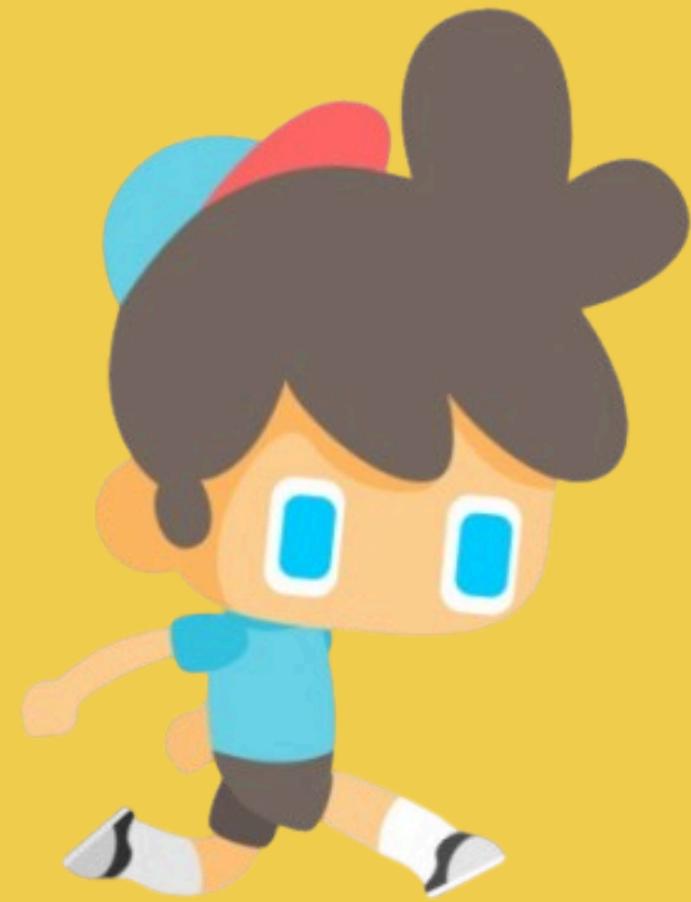


# ENDLESS RUNNER

LETS PLAY



# INDEX

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◆ **4** Achievements and Lesson Learned

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◆ **6** Thank You



# 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

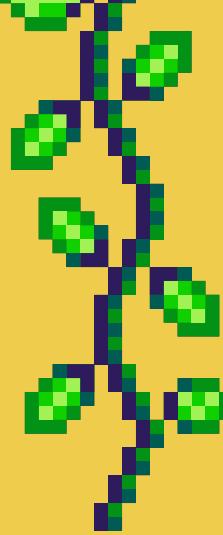


# DEVELOPMENT PROCESS AND CHALLENGES

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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.

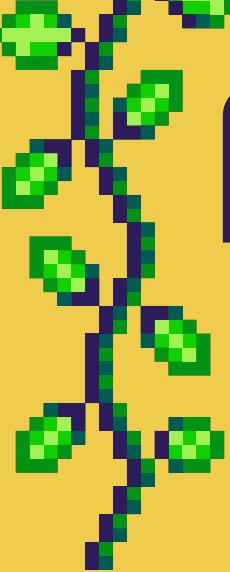


# ACHIEVEMENTS AND LESSON LEARNED

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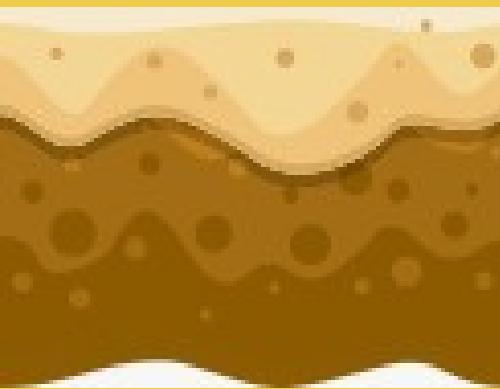
- Learned to built game using UNITY
- Successfully integrated player features
- Learned the importanec of balancing game mechanics





# FUTURE IMPROVEMENTS AND POTENTIAL EXPANSION



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

# THANK YOU

