Crowd Runner Replica Design/Dev
(Written by Sarmad Hussain)

Game Identity / Mantra:

Hyper casual 3D Runner game based on unique idea.

Design Pillars:

Suspense. Obstacles. Boss Fight.

Genre/Story/Mechanics Summary:

This game uses a unique idea to multiply the players at spawn portals and their AI is more strong in a huge crowd run, about their AI only activates when they sense any enemy otherwise all the players use physics to move. Enemy bows are AI based which follow the players until their time span ends. There are many of deadly obstacles which are really good challenge to enjoy game mechanics while playing.

Features:

In future real time enemy slicer on each sharp object will be added

Interface:

Swipe (left / right) to control the players

File Structure:

You can find all prefers in Assets/Prefebs
Models are in Assets/Prefebs/Models
Shaders are in Assets/shaders
Materials are in Assets/materials
Game scripts are in Assets /scripts
Textures & Sprites are in Assets/PNGs and Assets/Textures
Prototype scripts are in Assets/prototypeScripts
There are 2 scenes (MainGame & Prototype)
MainGame scene contains all level mechanics
Prototype scene contains everything to test out with ready made capsule

Art:
The tiles in game are made by combining simple cubes
The obstacles are of both types (ready-made & self made)
Shaders of the game are self made including ocean
Particle Systems are self made

Music/Sound:

There is currently no music in the game, you could add whichever you like, the current game looks nice with vibration only.

Development Roadmap / Launch Criteria:

Platform: Github profile.

Audience: everyone can play

Milestone 1: Mechanics complete – 14/6/21
Milestone 2: Boss fights complete - 16/6/21
Milestone 3: Levels complete - 18/6/21

Milestone 4: Polish complete – 19/6/21

Upload Day: 20/6/21
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