Project Title : Shadow run

Team Members :

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Abstract :

An endless running gaming app set in a shadow world.

Implementation :

➔ Designing of a two lane track where you can see only the shadows of the obstacles.
➔ Designing of sprites.
➔ Implementation of animations.
➔ Designing menu and settings layouts.

Timeline :

➔ Week 1,2 & 3 :
◆ Learning Unity Game development.
◆ Learning Adobe Illustrator.
➔ Week 4 :
◆ Making a basic design of the game.
➔ Week 5 :
◆ Main coding part.
➔ Week 6 :
◆ Solving any left difficulties.
◆ Addition of extra features, if possible.

Funding :

No funding required.

Learning Aspects :

➔ Unity game development
➔ Adobe Illustrator