SGD 268 – Endless Runner Project

# Introduction

For this project, you will create an endless runner type game. Examples of currently existing games you can use for inspiration for your project are provided in a section below. Detailed requirements are also provided in a section below. You are not required to create your own art assets, but you should use assets that match the theme of your game.

I will test your game on my Galaxy Tablet (aspect ratio is 16:10). If your game must be tested on a different resolution, make sure to include that in the comments of your submission. Additionally, if you do not have the ability to test your game on an android device, let me know in the comments. During the development phase, I can test your game to let you know how it plays on a mobile device. Just make sure to contact me. You can also try to create a WebGL build for your game, put it on your itch.io account and test it with any mobile devices you have (and ask friends to test it as well).

# Examples of games

Below is a list of endless runner games you can use when implementing your game. There are many games of that type, and this list is certainly not exhaustive!

* Temple Run
* Subway Surfers
* Jetpack Joyride
* Minion Rush
* Sonic Dash
* Super Mario Run
* Alto’s Adventure

# Requirements

* Input from the player should be designed for mobile devices. You can keep PC type input for testing purposes, but your game must be playable on a mobile device.
* The game does not have a winning condition and is a continuous level.
* The difficulty should be slow and easy at first and becomes increasingly faster and/or more challenging.
* The game can be a side scroller or a vertical scroller.
* User interface should provide information needed to play the game and follow the progress. It should be well designed.
* Adequate feedback should be given to the player using user interface elements, visual effects, and sound effects.
* Game Over screen should be displayed when applicable and allow the user to try again or quit.
* At least two different collectable items should be available for the player to gather.
* One power-up should also be available for the player (extra life or slow down speed or shield for example).
* Two types of obstacles should be implemented (traps, trees, water, vehicles, enemies, etc.).
* The mechanics should be intuitive, and the game should be fun to play.
* The game should have a clear style/theme and should be polished.
* The game should be thoroughly tested and free of glitches.
* Unity Game project should be organized. Scripts should be clean and readable. Comments should be added where needed. Proper naming conventions should be evident, and names should be meaningful.

# Submission

Your submission must include your zipped project named gameName-Lastname. No build is required. Make sure to specify the screen size and orientation that best fits your game as needed in the submission’s comments.