Running game

Game Design Report

TUS

Mobile Apps

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# Game details

The idea of the game is that it is a running game, so the player has to move right or left trying to catch the hurdles so when the player touch a hurdle the score goes up so and there is a time limit for the game it starts at 120 Second and it decreases if the player playing the game so if it is on. The rule of the game is quite simple the player does not lose they just need to get a high score and try not to miss any hurdle and the speed of the hurdle increases depending on the time.

# Implementation

We were working together as a group on everything and helping each other to create the product and get it done before the time.

First thing we did divide up the work into several tasks like design, blocks, testing then each part of them divided up into several tasks and then each person was working on his part, and we were contacting each other by phone to see how the work is progressing and if any of us facing any problem we pass it through WhatsApp and try fix. Work as a group was beneficial.

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I was involved in the creation some buttons and the player I did help in the layout and on the blocks side I helped the group to get the hurdle working like creating them and moving them check collision to check when the player against the hurdle and updating score and time after the test phase with the tester. Ronan, Alan and I did fix few things that they were not working as we want like speed, and other different things.