# Why this game exists

The Rooftop Runner game was made for practicing coding in python whilst also yielding a (at the very least) decently entertaining. For this game, I tried to use my artistic skill to make most of the assets. This includes things like the sunset-esque background and the player controlling a character that I, otherwise use as a sort of persona for myself whenever I draw , often referred to as ADiSSY or ADi (very creative for those who know me).

# What exactly is the game?

It is a 2D pseudo-sidescrolling endless runner game built in pygame. The player assumes the role of the previously mentioned ADi running on top of a roof. The player can jump or slide in order to avoid obstacles in the form of oncoming vents hanging signs. All while they build up a score over time. Said score has milestones the player can attempt to reach. With each milestone, a message is printed out. Said messages can be blunt and rude (in attempt to keep a semblance of humour), or nice and encouraging.

# Structuring