

1. About game

- Name: Jelly Run
- It is a game in which jelly avoids obstacles as it runs and gets coins.

■ Jelly:



- Scores are awarded according to the distance traveled by the jelly
- Winning a coin gives you more scores.
- Jelly can do two things: jump and lie down.

■ Jump: space bar

■ Lie down: bottom direction key

- If Jelly cannot avoid obstacles, the game is over.
- There are two kinds of obstacles.

■ Bottom obstacles: it can be avoided with the bottom direction key



■ Air obstacles: it can be avoided with the space bar



- Coins can be acquired by jumping.

- Coin: Winning a coin gives you 100 points.



- Obstacles and coins come out randomly.
- The speed of the game is getting faster and faster.

- Level 1 ~ Level MAX(10)

2. Instructions to compile and run the game

- Compile with one file.
- If user starts the program, user will be given three options.
 - 1. Play Game: User can play the Jelly Run.
 - 2. Check highscore player: Rank 1 through 10 players and scores can be checked.
 - 3. Terminate Game
- User can do each work by pressing the number shown above.

3. The scoring system

- As mentioned above, scores will be awarded according to the distance traveled by the jelly and the coins acquired.
- The highest score ever recorded is displayed on the start screen and on the game screen.
 - If there is no recorded score, the "There's no player who has top score." is displayed on the start screen and the game screen shows zero.
- When the highest score is achieved, the player is required to enter a name and the player's score is recorded with the name. Space character is not allowed.
- If the player's score is between Rank 2 and 10, make sure to enter it the same way and record it even if the highest score is not achieved.
- The information recorded in Rank 10 is erased when the Rank 1 to 10 is updated.

4. Challenging

- There was challenging that if keep pressing the down key to avoid obstacles during the game, the down key will be released for a while.
- To solve this problem, the number of lying variables is set to be greater than 1, and when the down direction key is released, subtract one from the variable until zero, so that the jelly does not stand even if the down direction key is released for a while.
- In above way, if user continues to press the down direction key, the lying variable will not be zero, so the jelly is keeping lying down, and if user does not press the down direction key, it will be zero, so the jelly is standing up.

5. Proud things

- Rank system with 1st to 10th.
- Random generated obstacles.
- Increasing the game speed by score.
- Above all, jelly is cute.