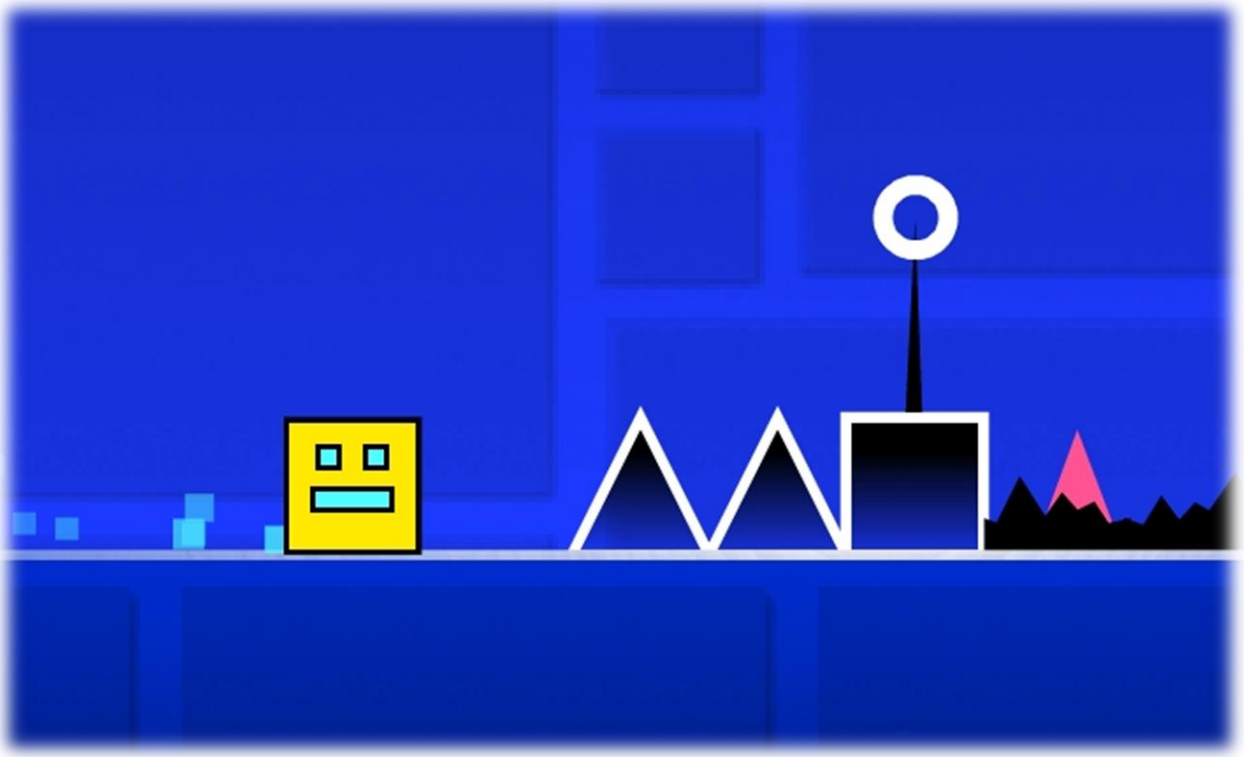
MyRunner



The goal of the project:

In this project, the goal is to make a small video game based on the rules of a finite Endless Running Game.

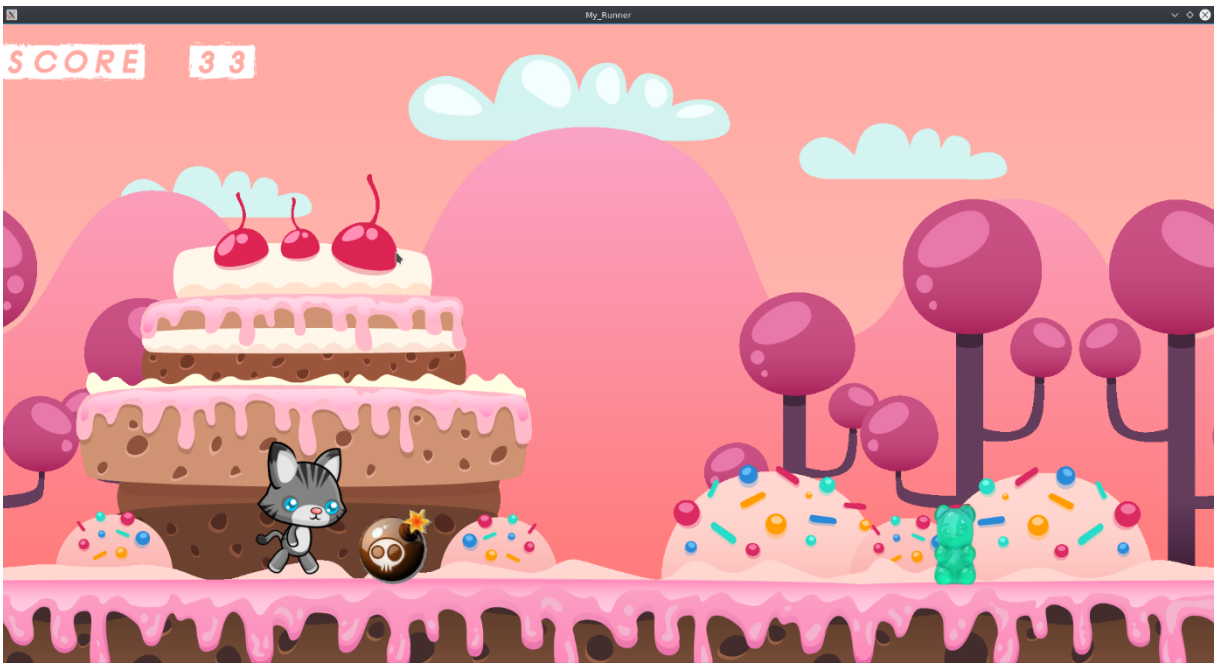
The basic rules for the my_runner are as follows:

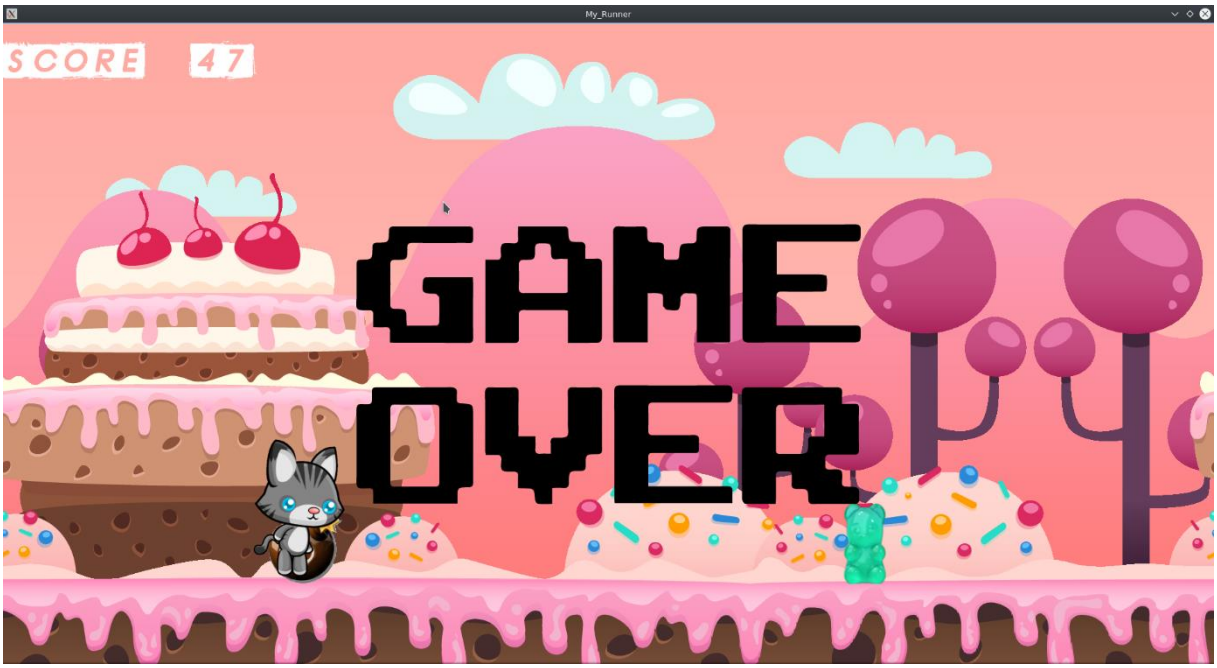
- the player is a character who runs in a map you took as parameter.
- enemies and obstacles must appear on the opposite side to the player position.
- the player can use the space bar to jump and avoid obstacles and enemies.
- as the player runs, a score, which will be displayed, will increase.
- when the player dies or finishes the map, the score is displayed inside the window.

This project was my 2nd "graphical / game" project of my 1st year at Epitech.

Creator: Yaowanart HURE

Screenshot of the project:




My_Runner
SCORE 47
GAME
OVER