**CaveIntruder**

APPS@UCU Game Development club

Team:  
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Platform: VIVE, PC  
Genre: Endless runner  
Target players: 6-16 y.o.  
Mode: Single-player

**CaveIntruder** is a VR endless runner for VIVE which you can play while sitting. We want to make the famous runner genre suitable for VR, so that a lot of fans will be able to enjoy it.

Game Concept:

To start with, you are a famous abandoned mines and caves explorer, but during one of your expedition in an ancient Asian cave you faced a big trouble with your equipment and the only way to stay alive is the minecart but you don`t know where does the railroad lead…

On your way you will face a lot of interesting things which are worth to collect or some obstacles which will make you some problems. Using your skills and knowledge try to ride as far as possible and earn as many points as you can. Good luck and have fun!

Gameplay:

At the beginning you appear inside the mine cart in the cave and start to head your way forward to the adventures. On your way you will find golden buddhas(coins), which are very old and valuable and give you points if collected, some obstacles (e.g. walls, rocks) and tokens (double points, double speed, immortality, life). Obstacles may be destroyed with hammer, axe or pickaxe. In some parts of the cave you may choose the way where you want to go, in the other you may fire torches using bow. Player has some lives and can lose them when he/she crashes into an obstacle. Collecting coins, tokens and crushing walls will be handled by the controllers in both hands.

Our Goal:

By the end of January:

* Finish the game physics
* Implement some models into the game
* Run a demo version

Our Contacts:

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