

SAB GAMES

TERM PROJECT FOR SE 320: INTRODUCTION TO COMPUTER GAMES

IN IZMIR UNIVERSITY OF ECONOMICS

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INTRODUCTION:

THIS IS A GAME IN AN ENDLESS LOOP.

THERE IS A RUNNER AS AIMS TO AVOID FROM THE OBSTACLES.

IF THE RUNNER HITS AN OBSTACLE, RUNNER IS GOING TO BE DAMAGED THEN THE HEALTH DECREASES.

THERE EXISTS SOME MED-KITS IN THE GAME WHICH MAKE YOUR HEALTH TO BE INCREASED.

IF THE RUNNER HAS NO HEALTH, THE GAME ENDS.

STORY OF OUR PROJECT:

AS A TEAM, WE WANTED TO CREATE A PLATFORM GAME AT THE FIRST. THEN WE NOTICED THAT WE CANNOT CREATE A PLATFORM GAME ON 3D -IN INDUSTRY THERE EXISTS SOME HOWEVER THOSE WERE NOT APPROPRIATE FOR A STARTER. THUS, WE DECIDED TO CREATE AN "ENDLESS-LOOP RUNNER GAME".

ROLES:

ALP ARIKAN SAVCI: CHARACTER CONTROLLER, LEVEL GENERATOR, EVENTS

SILA TEKCAN: CHARACTER CONTROLLER, LEVEL GENERATOR, PLAYER MANAGER

BAŞAK BURAKÇI: CHARACTER CONTROLLER, LEVEL GENERATOR, CAMERA FOLLOW

MANUAL:

- **BUTTONS AND DIRECTIONS:**

A BUTTON: SWIPE TO LEFT

D BUTTON: SWIPE TO RIGHT

SPACE: JUMP



START BUTTON: CLICK THIS BUTTON TO BEGIN

PAUSE BUTTON: IF YOU WISH TO INTERRUPT PLAY IN THE MIDDLE OF A GAME, CLICK PAUSE BUTTON. THE GAME WILL STOP

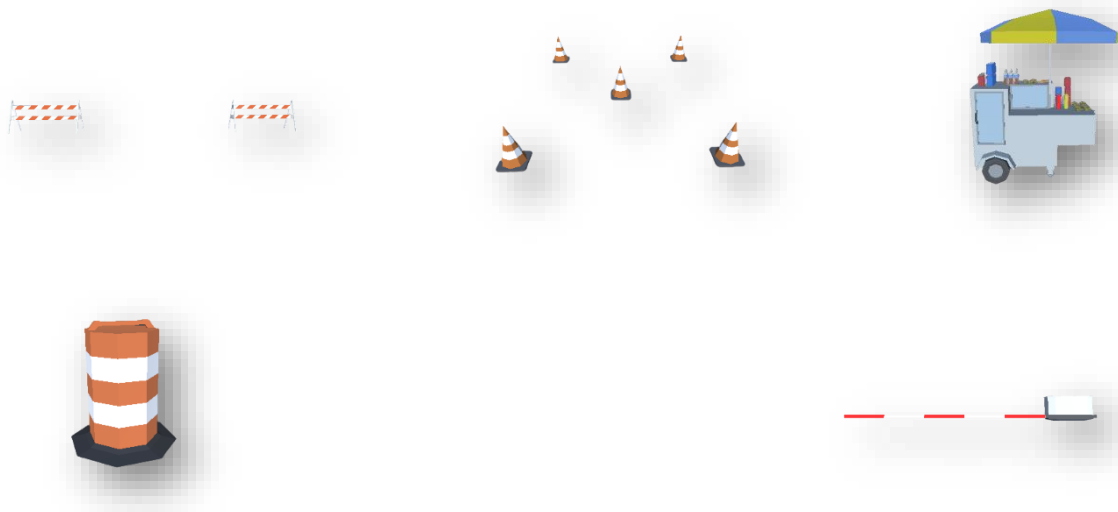
PLAY BUTTON: CLICK PLAY BUTTON TO RESUME THE GAME

- **HOW TO PLAY:** AS THIS GAME HAS A CITY AND AN ENDLESS STREET WITH SOME OBSTACLES, THE RUNNER AVOIDS HITTING OBSTACLES NOT TO DECREASE ITS OWN HEALTH.

THERE ARE SOME MED-KITS TO REBOOT THE RUNNER'S HEALTH ON THE STREETS AMONG THE OBSTACLES.

THE RUNNER CAN RUN RIGHT-LEFT AND JUMP TO AVOID FROM THE OBSTACLES.

- **OBSTACLES:**



EXTERNAL FACTORS:

WE ARE JUST STARTERS THUS WE WERE NOT ABLE TO WRITE A HEALTH BAR SCRIPT AND CREATING A HEALTH BAR.

WE SEARCHED ON THE INTERNET AND FOUND SOME SOURCES.

[THIS](#) IS THE TUTORIAL THAT WE INSPIRED

- INCLUDES:
 - HEALTH BAR
 - HEALTH SCRIPT

DELETION OF LEFTOVER OBJECTS: SINCE WE MADE AN INFINITY LOOP GAME WE LOOKED SOME TUTORIALS AND LEARNED HOW TO DO IT.

<https://www.youtube.com/watch?v=O-gr1wY7c3A>

<https://www.youtube.com/watch?v=xFu7ei7-z3c>

THE ASSETS ARE FROM [HTTPS://ASSETSTORE.UNITY.COM/](https://assetstore.unity.com/)