

## **Endless Space Runner V2 – Enhanced Game System**

This is an upgraded version of my original Endless Space Runner game with advanced features.

### **Features:**

- Boss battles
- Power-ups (shield, magnet, speed boost)
- Achievement system
- Level system with different backgrounds
- Save and load system
- Character skins
- Sound effects

### **Technologies:**

- Python
- Pygame
- JSON for save system
- Object-oriented design

### **What I learned:**

This project taught me how to design large game systems, manage data persistence, create progression systems, and improve user experience.