

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.