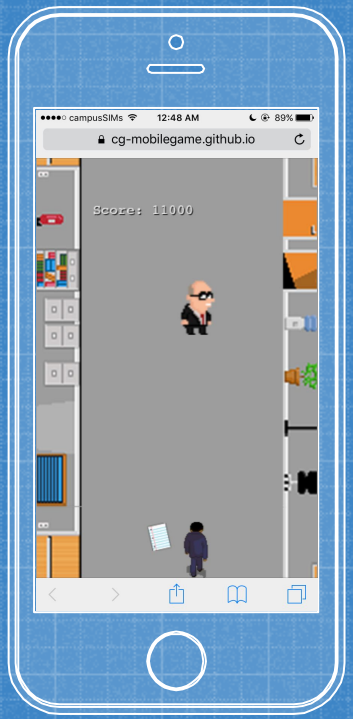
OFFICE ESCAPE

Group 14

Office Escape

Is an endless vertical runner game that uses a device’s gyroscope



It is made by:

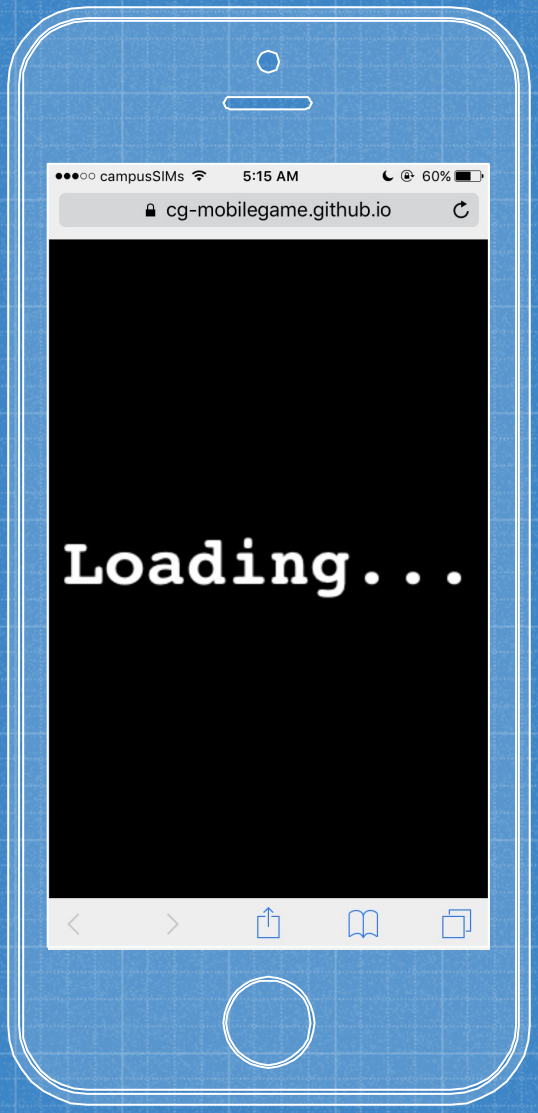
- Lung, Natalie
- Jones, Jordan
- Hamilton, Chase

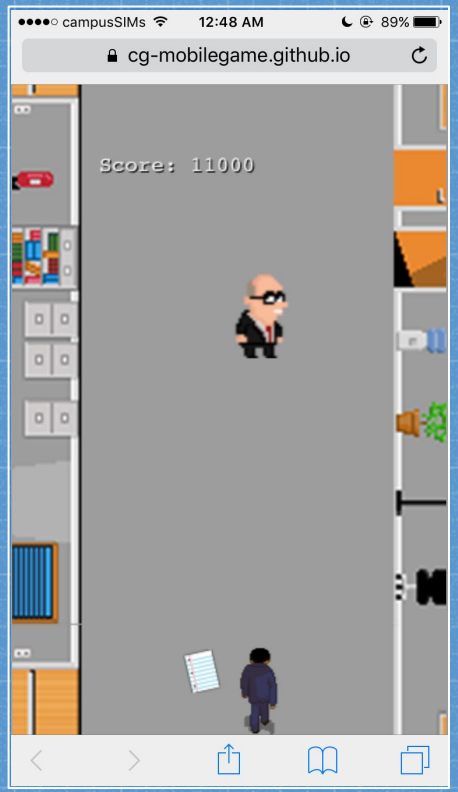
https://cg-mobilegame.github.io

Try it on your phone!

OFFICE
ESCAPE
https://cg-mobilegame.github.io

Game States


campusSIMs 5:15 AM 60%
cg-mobilegame.github.io
Loading...


campusSIMs 12:48 AM 89%
cg-mobilegame.github.io
Score: 11000

campusSIMs 5:01 AM 60%
cg-mobilegame.github.io
Score: 35000
ESCAPE
FAILED

Methods & Features

- Asset loading
- Endless scrolling background
- Gyroscope tracking
- Sprite animation
- Random enemy spawning (boss and paperwork)
- Collision detection
- Scoring system
- Background music and audio effects

Role Assignments

Jordan Jones

- Enemy spawn
- Character positioning
- Game physics
- Collision detection
- Documentation

Natalie Lung

- Art style
- Asset loading
- Scoring system
- Sprite animation
- Collision detection
- Presentation video

Chase Hamilton

- Character positioning
- Game physics
- World bounds
- Gyroscope tracking
- Documentation

Limitations

- No sound on mobile
  - Auto-playing of audio files is disabled on iOS by default. There should be an additional layer of user interactivity in order to play the sound on mobile devices.
- Implement proper game states and modularize javascript files
  - Add title screen, restart screen
- Spawn enemies according to score
  - Currently 1 second = 1000 points