

## Executive Summary

This app is a simplified version of Temple Run. I know there are a lot of similar games in apple store. However the goal of this project is not making something unique, but attempting to challenge myself to repeat the famous works of others, although only a small part.

In this game, the player will control the character to turn left and right at the turning point. Tilting the iPhone will make the character to lean on the left or right lane of the road and collect coins or avoid the bombs. In order to make the game more challenging, the player is required to collect coins at times or the character will die.

In detail, in order to make this game infinite, I let the character running at a specific point and move the ground backward. At each time point, there are two blocks in the player's view. Every time the character runs out of this block, the next block turns into the current, the current one disappears and a new next block is generated. OpenGL, which gives me the GLKViewController and GLKView, renders all of the graphics and the Core Motion Framework provides the tilting property of the device.

More work can be done later. For example, I can draw the dying image instead of just providing the notice. The texture feature in OpenGL can beautify the image. (I haven't read so far yet.) And I can provide more features like some bonus to add one life in the game. But due to the limited time, all of these will probably come into the next version.