
Isko Runner

OVERVIEW

A T-Rex Runner-inspired game in which the player must jump to avoid getting hit by the terrifying *sinkos* in order to achieve a higher score.

GROUP NAME

We Don't Byte

GROUP MEMBERS

1. Amodia, Kurt Matthew A.
2. Depra, Trixie Anne A.
3. Gallego, Chester Ken G.
4. Gambito, Ervene Jhay M.
5. Garcia, Ellabelle E.

TARGET DOMAIN

Gaming

SPECIFICATIONS

First and foremost, the team will use Pygame, a popular Python module for game development. Essentially, the game will be a clone of Google Chrome's dinosaur game. The only differences are that the player is an Iskolar ng Bayan rather than a dinosaur, and the obstacles are *sinkos* rather than cacti and Pteranodons.

The game will only accept two inputs: one for jumping and one for exiting. To get the Isko to start running and jumping, simply press the spacebar or the up arrow. To exit the game, either press the Esc key or click the exit button.

To facilitate the division of labor, the team will divide the projects into modules and then compile everything once everyone has completed their parts. One will do the background, which will include the ground and clouds. One will do the player, complete with running and jumping animations. One will do the obstacles, which are *sinkos* that spawn at random. One will do the menu, which includes a score counter, a game over message, and a retry button. Finally, one will do the compilation as well as the collision between the player and the obstacles. The team will also work together to create the sprites that they will use. Overall, each team member will have a role to play.