

Weeks 3-8

Run And Gun

Aenasoaei Denis-Claudiu (the only team member)

- Developed basic functionalities for an endless runner game (Movement, obstacles and terrain generation)
- Developed FPS Movement Controls
- Implemented FPS gun shots with RayTracing
- Basic UI for the game
- Basic animations for text and character (The Bean At the moment)
- Scene changes when you encounter a "Gang" (red square to be replaced by) and back to the running when you kill them all.
- Implemented one ability for one character (Slow time)

To be done:

- Main menu scene, to enter the game
- Joystick controls for the gun
- Add a tradeable resource (i.e. gold) which can be collected by running or by killing Thugs
- Add items (characters, power-ups, abilities, etc.) that can be purchased by gold
- Save game progress
- Add more characters with different abilities
- Update all character models
- Enemies shooting and chasing you
- More obstacle types