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| JG STUDIO & DIEGO-RODRIGUEZ |
| Street Runner |
| **[Assignment #3 – Unity Game** |
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| November 12th, 2016 |

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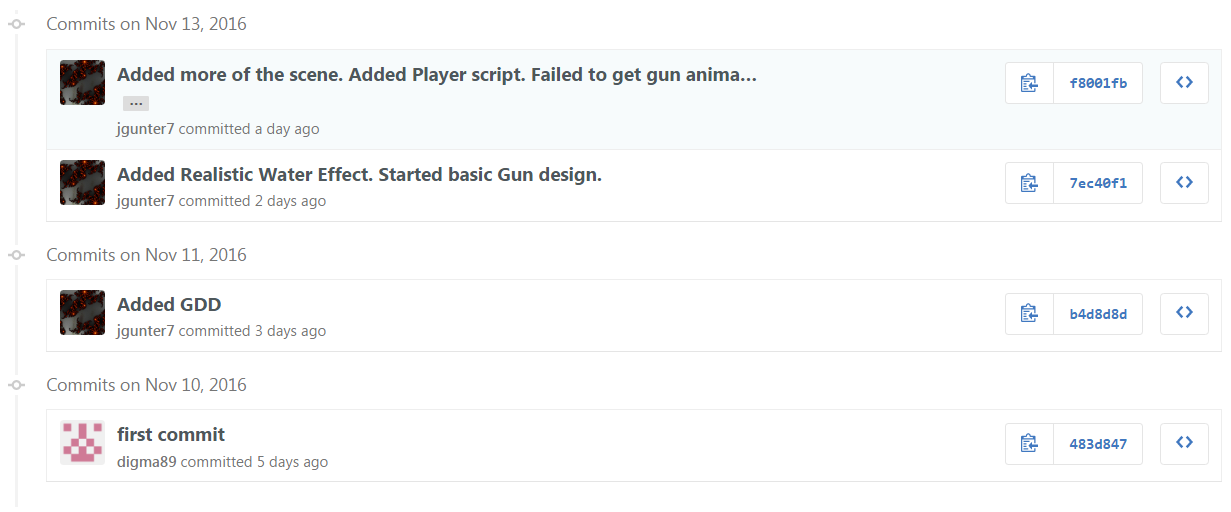
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# **Version History**

<https://github.com/digma89/Unity_3D_game_StreetRunner/commits/master>



Here is a screenshot from our Github repository. This shows our commit history while working on this assignment.

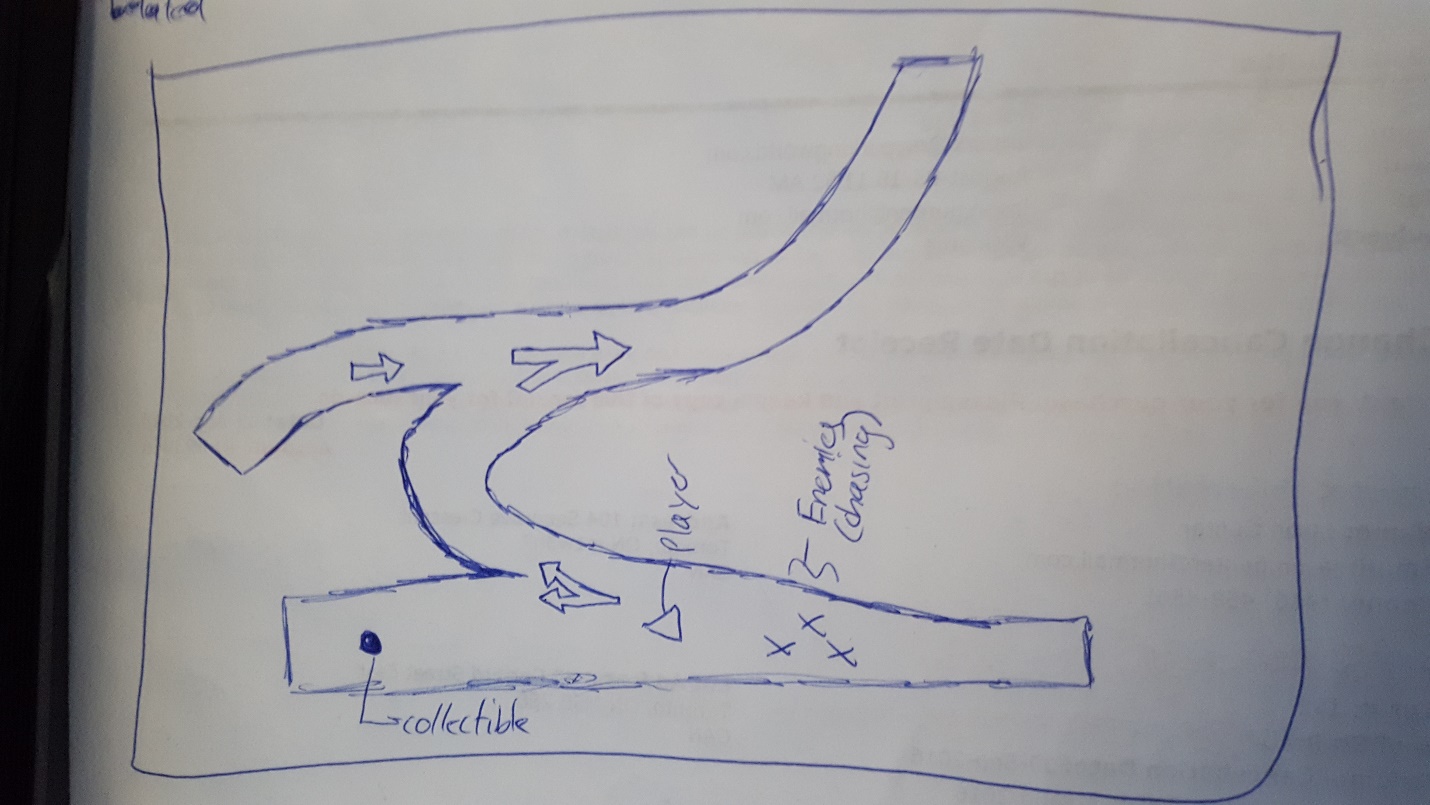
1. **Detailed Game Description**

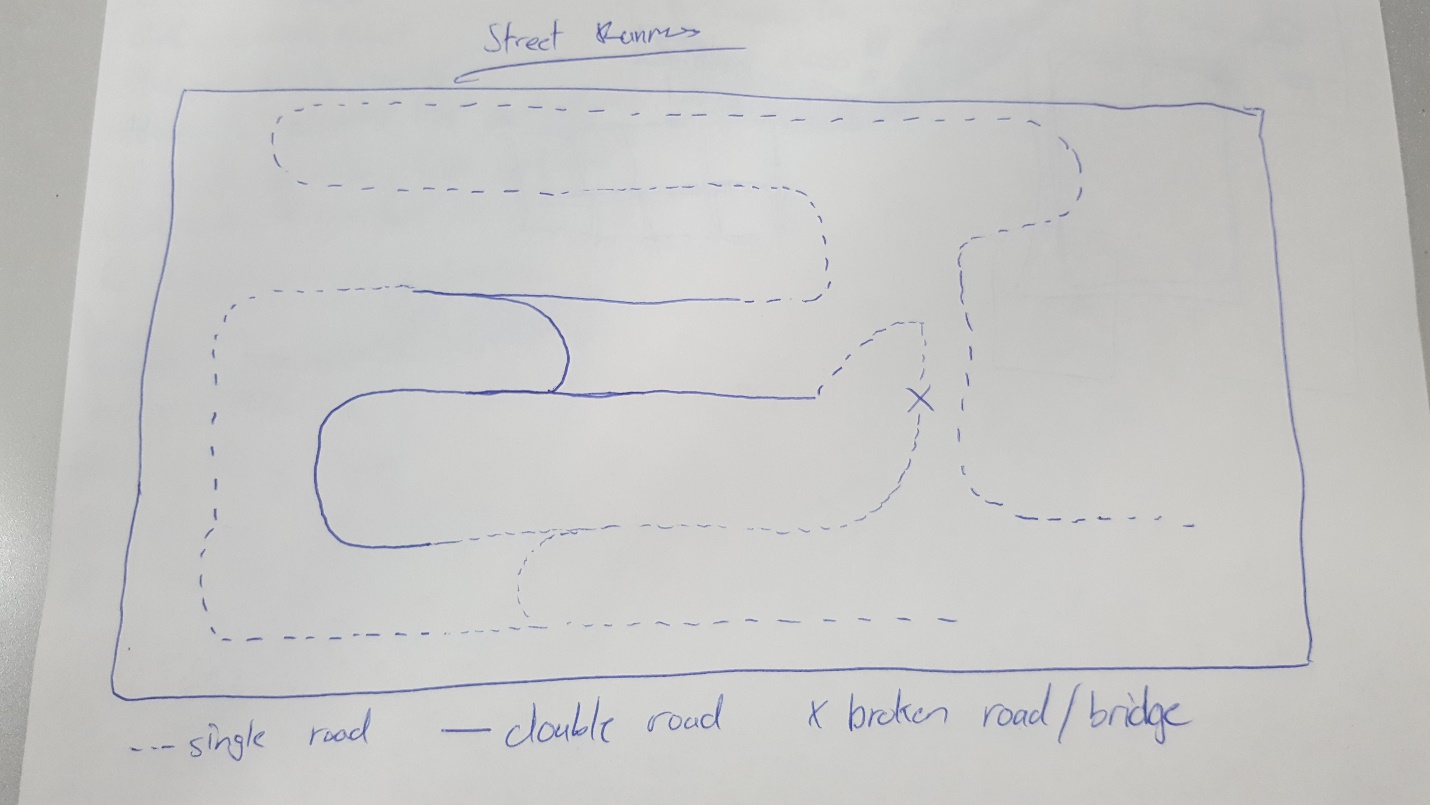
*The player must collect food and avoid enemies to stay alive. The player can shoot bullets at enemies to kill them. The player gains score for food they collect, and they try to stay alive as long as they can.*

1. **Controls**

*The controls to move the player are default controls (W,A,S,D or arrow keys). The player can also sprint by holding the shift key. Jumping is performed when the player presses the space bar on their keyboard. The player can use the left mouse button or the “CTRL” button to shoot their weapon.*

1. **Interface Sketch**

**

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1. **Menu and Screen Descriptions**

*N/A - Part*

1. **Characters / Vehicles**

*The player controls their character from a first person perspective.*

1. **Enemies**

*The enemies in the game will chase the player and spawn randomly throughout the map. The player will lose health or life if the enemies hit them.*

1. **Scripts**

*Scripts within the game:*

|  |  |
| --- | --- |
| **Script** | **Description** |
|  |  |

1. **Scoring**

*The player can increase their score by collecting food, and by killing enemies in the game.*

1. **Sound Index**

*Sounds within the game:*

|  |  |
| --- | --- |
| **Sound** | **Description** |
|  |  |

1. **Art / Multimedia Index**

*Art within the game:*

|  |  |
| --- | --- |
| **Art/Asset** | **Description** |
|  |  |