

HELLO EVERYONE,  
LET'S PLAY A GAME

SPACE RUNNER





# INHALT

1. Team

2. Idee

3. Bestandteile

4. Umsetzung

# TEAM



Gabor Muff

Level & Item  
Generierung



Andrian Dimitrov

Highscoreboard &  
Punktegenerierung



Jonah Schuldt

Assests & Menu



Max Schneider

Shader, Sound &  
Raumschiffauswahl

# IDEE

Single-Player

ausweichen

Hindernisse

Punkte sammel

Open-End-Game

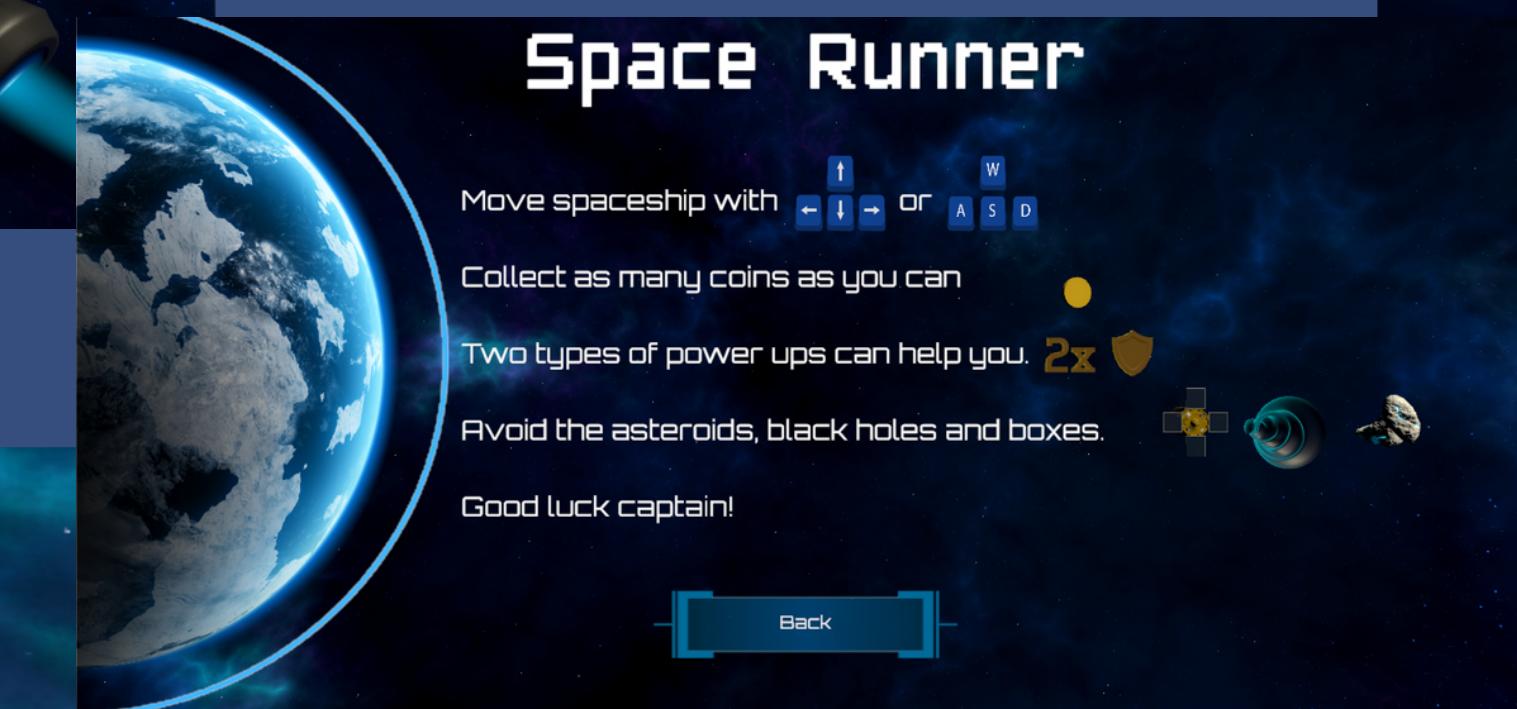
Power-Ups

Universum

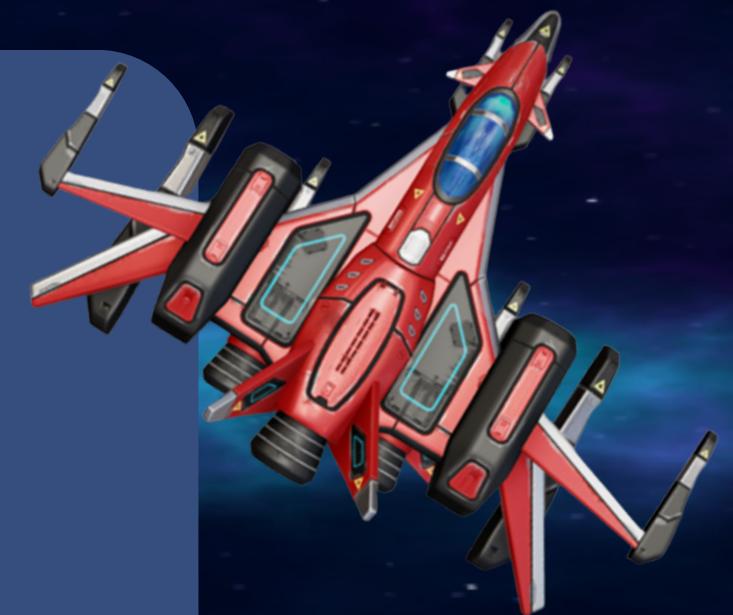
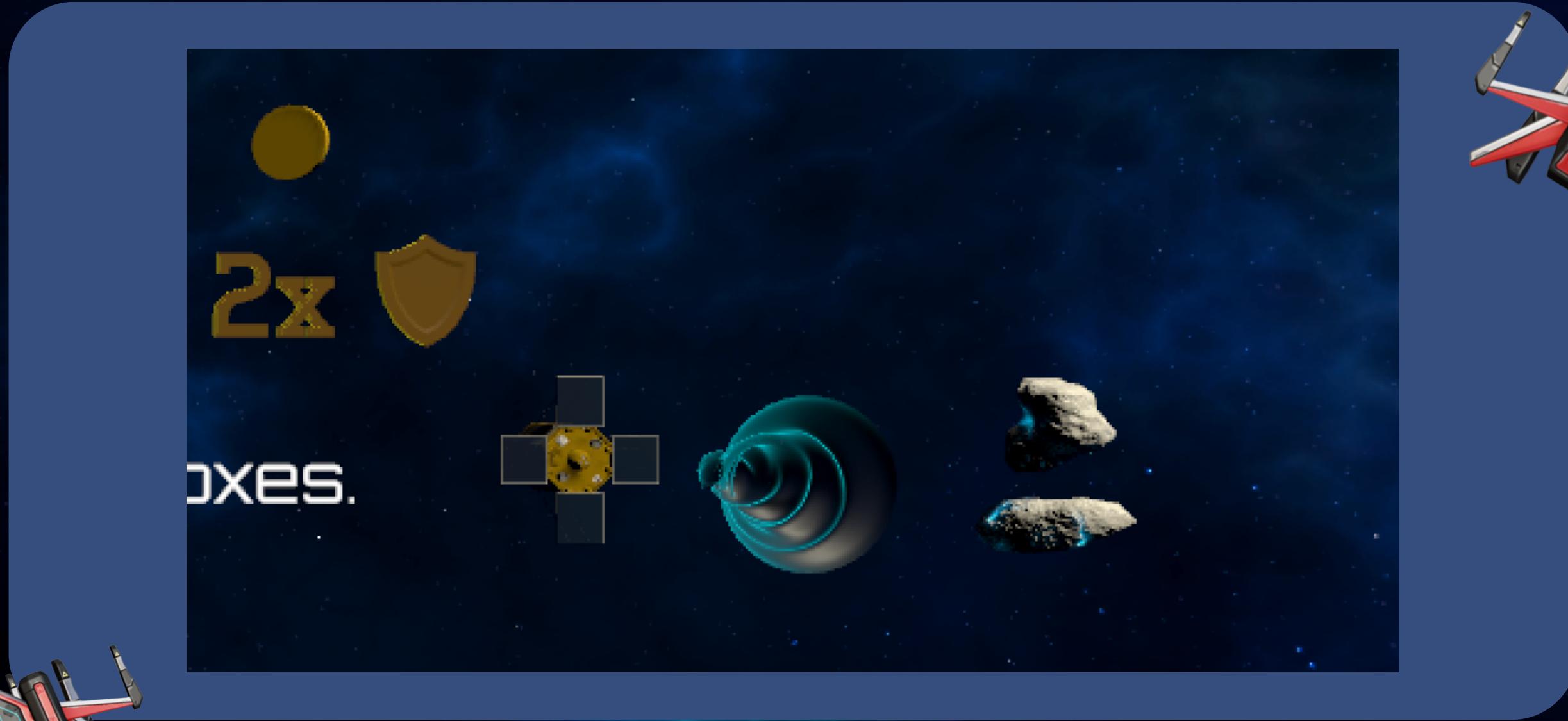




# MENÜS & GAME OVER SCREEN



# HINDERNISSE & POWER UPS



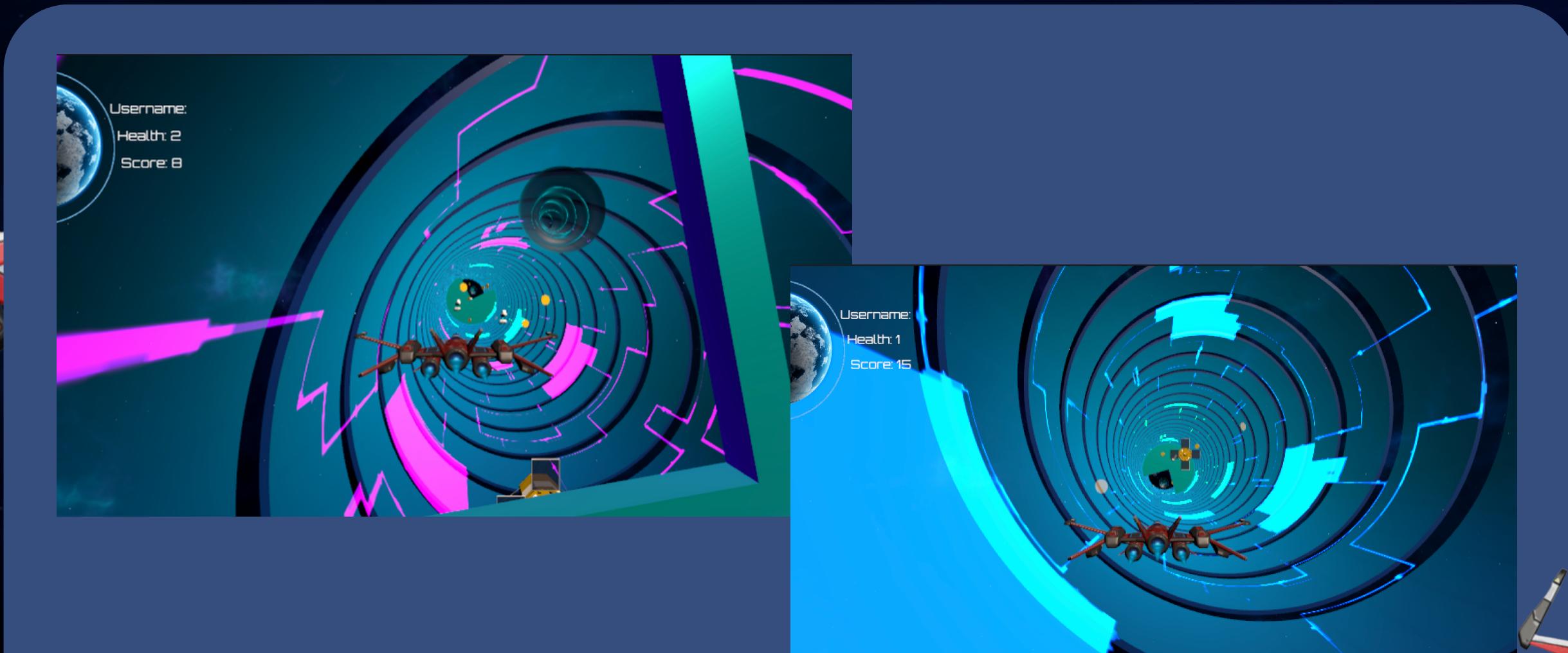
# SPACESHIPS



# SHADER & SOUND



# LEVEL & ITEM GENERIERUNG



# HIGHSCOREBOARDS & SCOREGENERIERUNG



Place enter a name for Player and select a spaceship.

Enter a name...

Rank	Username	Score
1	Jonah	40
2	Gabor	12
3	Andi	11
4	Max	8

Username:

Health: 1

Score: 15

Your score: 20

Rank	Username	Score
1.	Jonah	40
2.	Jonah	20
3.		18
4.		17
5.		



# UMSETZUNG

LET'S  
**PLAY**

