TEAM KANYARASI

Game Title: **Beach Run**
Game Rating: **E**veryone(pending)
Genre: Top-down platformer

The goal of the game is to collect trash on the beach and deposit it in the moving trash bins before the time runs out. The trash bins are designed to move in an irregular manner to spice up the game.

Initially, the menu is displayed with 3 options, start, controls, and exit. By clicking on Start the game begins. Clicking on the Controls button displays how the players can be controlled. The exit button is used for moving out of the game.

The game contains two players, one male, and one female. The female player can be controlled using arrow keys and the male player can be controlled using w, a, s, d keys.

Once the start button is clicked, the players spawn on a beach filled with trash all over it. The players are required to collect all the trash and drop it in the bin. Now you might be thinking about what's challenging in it? Here comes the challenging part, the trash bin moves… The player is expected to collect the trash and drop it in their respective moving bin before the time runs out.

The player action includes moving using keyboard keys, collecting the trash, dropping it in the moving bins.

All the trash has to be collected within the set amount of time to finish the game. The timer and trash left count are displayed in the left corner of the screen.

If the player fails to collect all the trash within the set amount of time, a lost screen is displayed with a sad song. The player can restart the game by pressing any key.

If the player successfully collects all the trash within the time limit a game win screen is displayed with pop music.

Team Biographies -
- Hemanth - Artist - Responsible for creating and gathering all the sprites, sounds, and backgrounds required for the game.
- Pranay - Manager - Responsible for team meetings, documentation, progress checking.
- Rupesh - Game Tester- Responsible for playtesting the game levels. Provide feedback and debug process
- Rohith - Programmer - Responsible for backend development of the game. Game's runtime environment.

Licensing Information
- [For Sprites](#) - open-source png library
- [Open Source game art, tilesets, sound effects](#)- used for sounds and beach tiles(water and sand)
- [Kenney • Home](#)- Character Sprite(Animated)
- [Menu Background](#)- Beach menu pixel art
- [Royalty-Free Music](#)- menu theme music by Benjamin Tissot
- [Sound effects](#)- Win effect(Dr. Dre - The Next Episode ft. Snoop Dogg, Kurupt, Nate Dogg), Loss effect(Sad Romance by Ji PyeongKeyon), Object pickup effect(NCR)