

Resource Run

Description:

In Resource Run, the player is a resource gatherer in a post-apocalyptic world who gathers resources such as food, water, and other essentials while trying to avoid other scavengers and the traps out in the wild. The player uses the W, A, S, D keys to move around the board.

Main Character:

The player controls the main character and the main character is designed to move one cell at a time.

Enemies:

- Moving enemy: The scavengers (effect: lost immediately when on the same cell)
They move one cell, at each “tick”, in a direction that makes them closer to the current position of the main character.
- Punishment: The trapping pit (decrease 10 pts)
The player is penalized by the amount of the punishment

Reward:

- Reward: Regular reward: food, water (5 pts each)
The player has to collect all regular rewards to win the game.
- Bonus Reward: Fuel can (25 pts)
The rewards appear randomly and disappear after a while

After redeeming the reward (both regular and bonus), it is removed from field

Barriers:

- Setting: A city with walls and rundown buildings (residences, stores, etc) - fences
- Paths: streets
- The gaming board is surrounded by walls from four sides

Board:

- Setting: post apocalyptic city with run down buildings
- Graphics:
 - Streets, representing cells accessible to the player and scavengers for movement
 - Buildings or walls, representing barrier cells and player do not have access rights
- Start point: player entering the city at top left of the board
- End point: entrance to the campsite, which is middle right of the board
 - Condition: player can only access the end point after collecting all regular rewards
- Score and Time: displayed on the top for the duration of the game with final score and time shown at the end screen
- Resources counter: displayed on the top as a fraction with the numerator being the regular rewards collected and the denominator being the total number of regular reward generated.

Lost of the game:

- Total score of the player drops below zero
 - End screen: The main character sitting at the bottom of a hole.
Message displayed: "Could not get out! Mission failed"
- The player loses if the main character caught by a moving enemy
 - Scavenger robs the player of all their resources and beats them up
Message displayed: "You have been ambushed! Mission Failed x.x"

Win of the game:

- Guiding the main character to the end cell after collecting all regular rewards and returning to the campsite safely.