Student ID: 1651065 – Nguyen Vu Quang Minh

1651044 – Le Duong Cong Duc

**REPORT FINAL PROJECT CS427**

1. ***Idea:***

Endless run is one of the famous popular game series with some games associated with childhood like Jetpack Joyride, Temple Run, Surfway Surfers, etc. Inspired by that we built a kind of endless run game from an existing asset called Trash Dash. Trash Dash is about a cat wriggling in a small neighborhood looking for fish to eat.

1. ***Features:***

* My Game can be played on Windows and Web.
* Store points and progress of the player's missions with the corresponding redeemed gifts.
* Choose and buy character.
* Self-generated random mission syste.
* Basic endless run game system with obstacles, rewards, characters and endless map.
* Speed up characters over time to make the game more difficult and more challenging.

1. ***Techniques:***

* Generate and render endless map generating maps manually and continually appended with script.
* Camera with script using transform called once per frame.
* Character control with Vector3 transform and Mathf.
* Blinking state when character collide with obstacles using Inumerator and StartCoroutine to call it.
* Generate random rewards and obstacles.
* Game Manager to control scene, generate mission and store player data.
* Work with canvas ui interact with game events and characters.
* Save player data and mission progress through file by using BinaryFormatter, FileStream.
* Change and buy player by using Instantiate and Quaternion.

1. ***References:***

<https://assetstore.unity.com/packages/essentials/tutorial-projects/endless-runner-sample-game-87901>

<https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>

<https://www.youtube.com/channel/UCetfSquMy40hkTGSh0cRYHQ/videos>

<https://www.youtube.com/user/Brackeys/videos>