

Brief Overview:

TireRun is an App I created completely by myself from scratch and published by my studio "Crazy Banana Studio." TireRun is available on the Apple App Store and Google Play Store. The game was created with C# and the Unity Game Engine. Within a few days of the apps release, TireRun had dozens of reviews and 100+ downloads. Unfortunately, most of the reviews were taken down for an undisclosed reason by Apples algorithm. Nevertheless, TireRun is still enjoyed by hundreds of active players. TireRun was created in my free time where I taught myself to use the Unity Game engine and further my C# knowledge. I first started to teach myself to use Unity in August 2019 and TireRun was Published at the start of October 2019.

Features:

- working high score system
- in app purchases compatible with Apple and Google Play
- in app advertisements
- procedural terrain generation and management
- in app purchase shop
- working physics mechanics
- game management event system
- object event system
- responsive event audio
- 2D and 3D animation