

Title

SpaceRetro Runner

“Run in the Retro Future!”

Game Engine

Epic Games' Unreal Engine was used for the development of SpaceRetro Runner.

Introduction

This report concerns the platformer game. The game is a retro-space endless runner, which aims to be an entertaining past time to its players. The game's inspiration is the Temple Run mobile games and its' sequels, which topped the charts in the iOS App Store for many weeks [1].

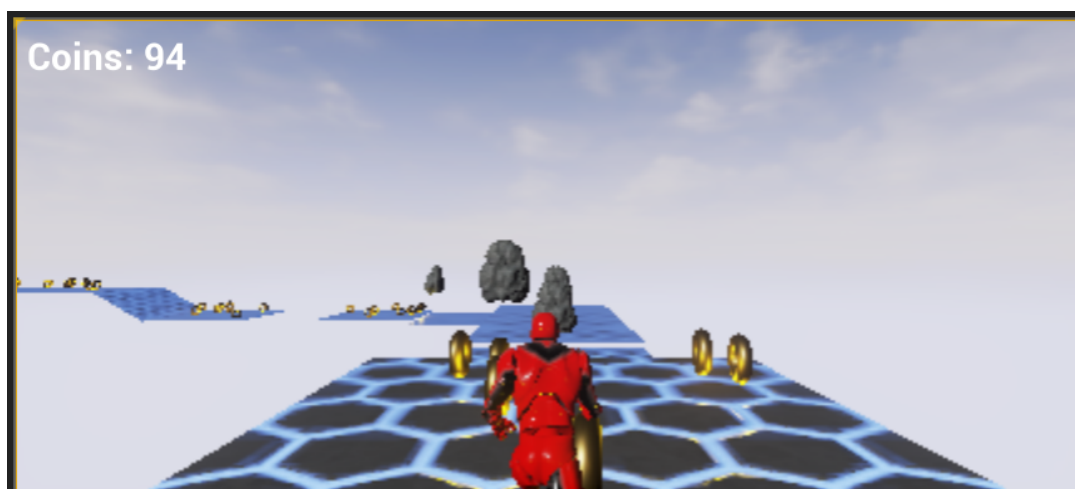
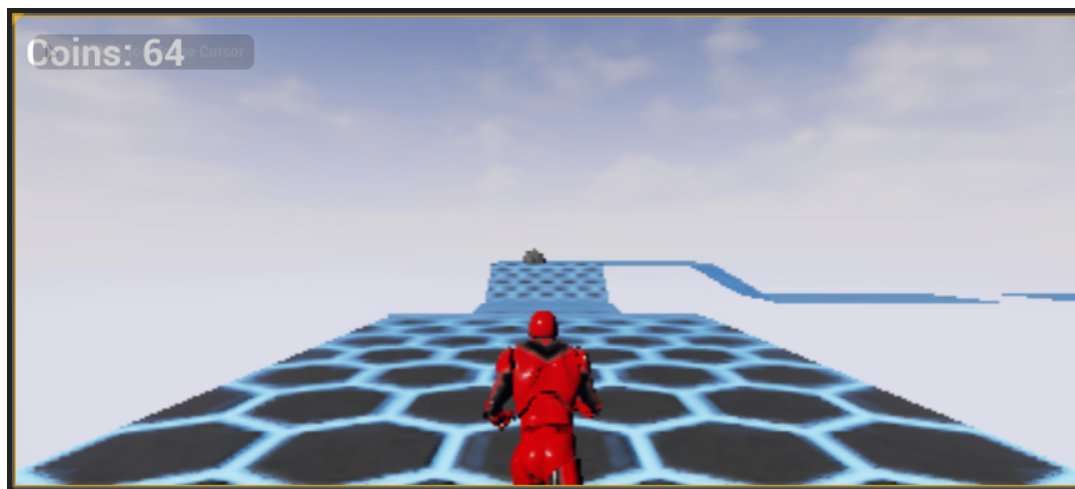
Endless runner games provide a simple yet entertaining experience for its' players. As a platformer game, an endless runner does not require complex programming or complicated scripting, and I opted to design one for enriching my game development experience as well as designing my first platformer game.

Story

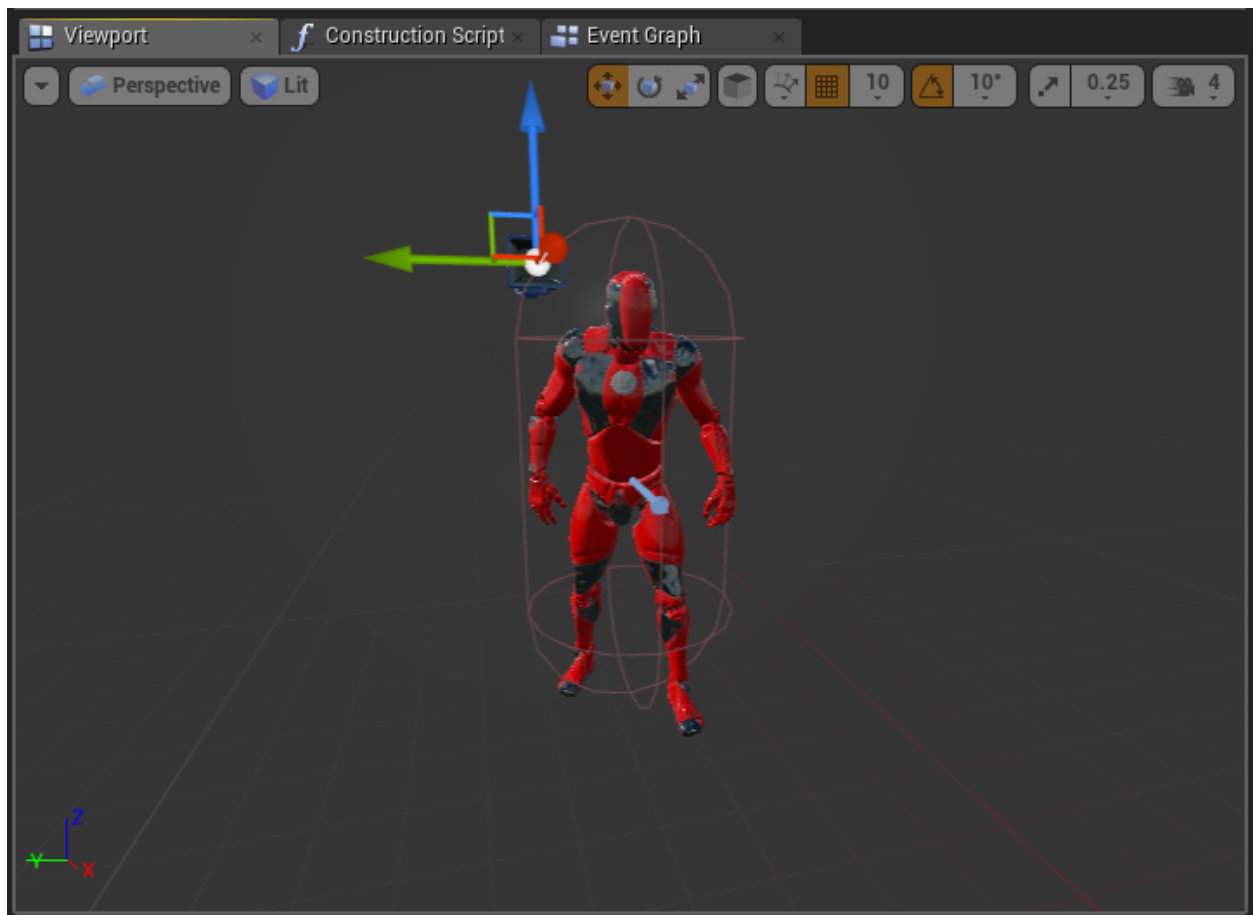
In the year 2116, earth has been obliterated due to the nuclear warfare which in turn is a result of the sheer moronic nature that is the human genome. The run character, dressed in similar fashion to the now-popular Marvel comic-book character Deadpool, tries to avoid both obstacles and falling off the track in order to collect the most coins. If the character falls of the designated track, the runner dies by explosion because of the lack of oxygen outside of the designated track area. The illuminating pulsing floor emits the oxygen needed for the run character to survive. Moreover, the run character is worn a metal suit because of the volatile nature of this post-apocalyptic world. The game's endless run schematic is an ode to the endless pursuit of achievement, money, and happiness humans endure, while at the end meeting death, just as the run character does.

Design

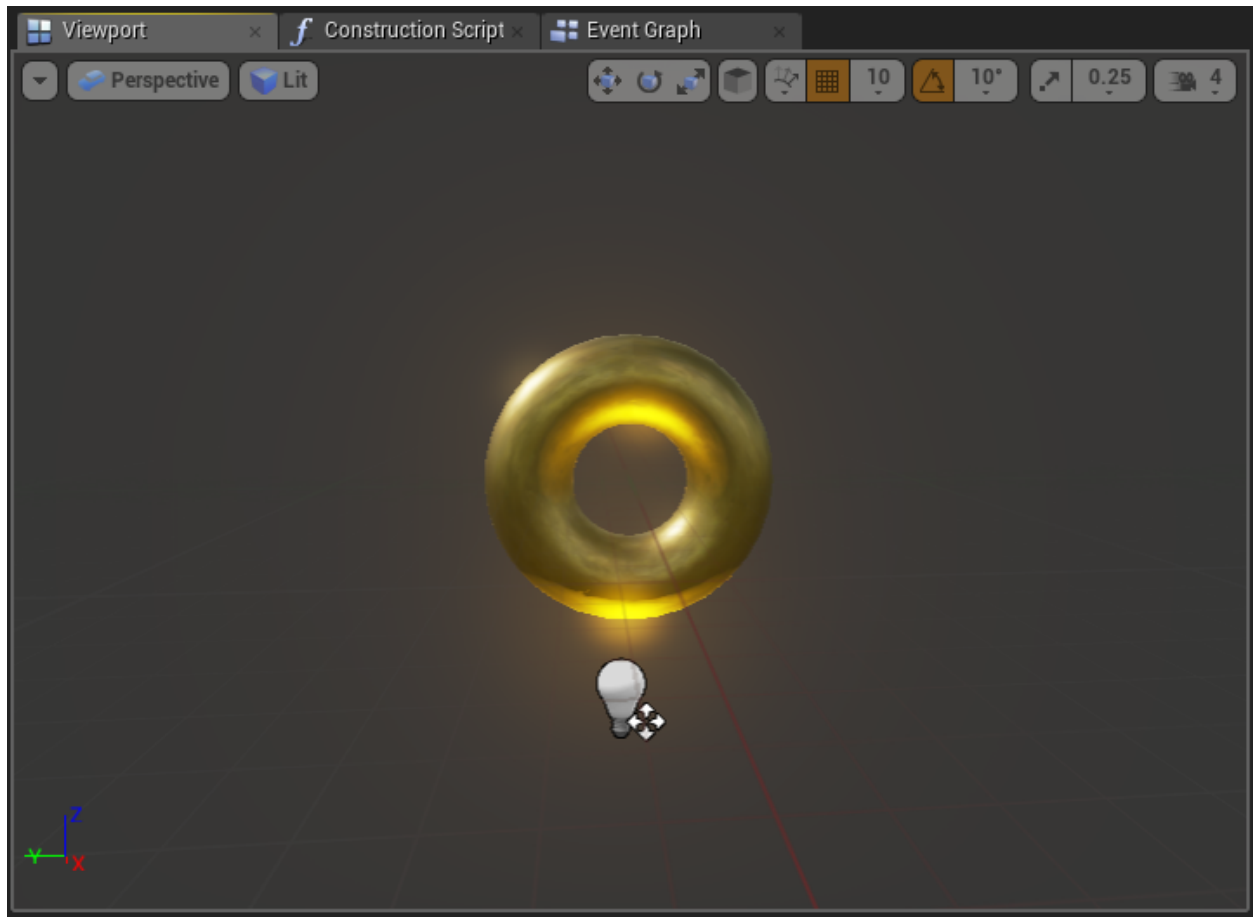
Level Design



Character Design



Coin Design



Obstacle Design

