

# Demo Project Report

## User Manuel:

1- Go to Github repository given by link below

[https://github.com/mustafacomert/Platform\\_Runner](https://github.com/mustafacomert/Platform_Runner)

2- To play this game, click on the code, download the zip file.

3- Open or extract it wherever you want.

4- Under the Runner\_Build folder, you will find Platform\_Runner.exe file

5- Double click Platform\_Runner.exe to run the game.

## How to Play:

1- To move forward, you need to held down to left mouse button.

2- To move horizontally, you need to swipe mouse left or right while holding the left mouse button down.

3- You need to avoid all the obstacles, and be careful with opponent, they can push you into the obstacles.

## Gameplay Video:

<https://youtu.be/ZabblSWTM8o>

## Requirements Achieved:

### *Task1:*

1- Camera will follow the character from behind during the game.

2- If our character hits any obstacle, the game starts from the beginning.

3- Running and idle animations obtained from Mixamo.

4- Player can move character freely using swerve mechanics.

5- Gameplay is around 25-30 seconds.

6- Static and horizontal obstacles implemented.

### *Task2:*

- 1- A wall shown after the finish line.
- 2- Character stop in front of the wall and the player can't control the character any more.
- 3- The player can paint the wall with Red color using swerve mechanics.

### *Task3:*

- 1- There are 10 opponents.
- 2- Opponents move and avoid obstacles as perfect as possible.
- 3- If opponents hit by any obstacle, they will start from the beginning.
- 4- Current ranking of the player shown top-left corner of the screen realtime.

### **Requirements Failed:**

- 1- Bonus parts of the task1 and task2.

### **Design Decisions:**

Current ranking of the player, will be decided by opponents, if an opponent behind the player, It checks if it passes the player, when it passed, its script will increase the current ranking of the player.

If an opponent is in front of the player, It will check if player passes itself, when it passed, its script will decrease current ranking of the player.

Rank is a static variable, thus it can shared between, opponentController objects.

Some of my friends complained about difficulty of the game, so I decided to make additional beginner level.