

Aian Batoochirov

1. **Team Name:** Quiet Gamer
2. **Name:** Aian Batoochirov, ID: 2130251
3. **Github:** <https://github.com/orell2j/3DRunner>
4. **Project Description:**

I think about making an endless type of game about the character that runs from somewhere or for something, it should be like Temple Run or Dino Run (the game that appears after you lose connection in the browser). The game might have some parts of horror like a creepy creature that might chase the main character. The environment will be in a building where the character will run through rooms, so there should be tables, chairs, painting canvas, book shelves in the background.

5. **Plan:**

- **Initial Setup:** Make running mechanics and character control.
- **Environment Design:** Create the interior of the building, including obstacle models such as tables, chairs and decorative items.
- **Antagonist Development:** Design and implement the chasing creature, integrating AI elements for pursuit behavior.
- **UI/UX:** Develop user interfaces for game start, pause options, and scoring.