

LATE FOR SCHOOL



Münevver Zeynep Çorumluoğlu
Mustafa Pınarcı



Endless Runner?

MOMO



- Running
- Stumble Back
- Jumping
- Go Left and Right



OBSTACLES

- Backpack
- Keyboard
- Bed
- Bookshelf
- Monitor
- Clock
- Kettle
- Curtain
- Calculator
- Scissors
- Pencils

SEGMENTS



- Roads
- Bridge
- River

COLLECTIBLES

- A lot of coffee

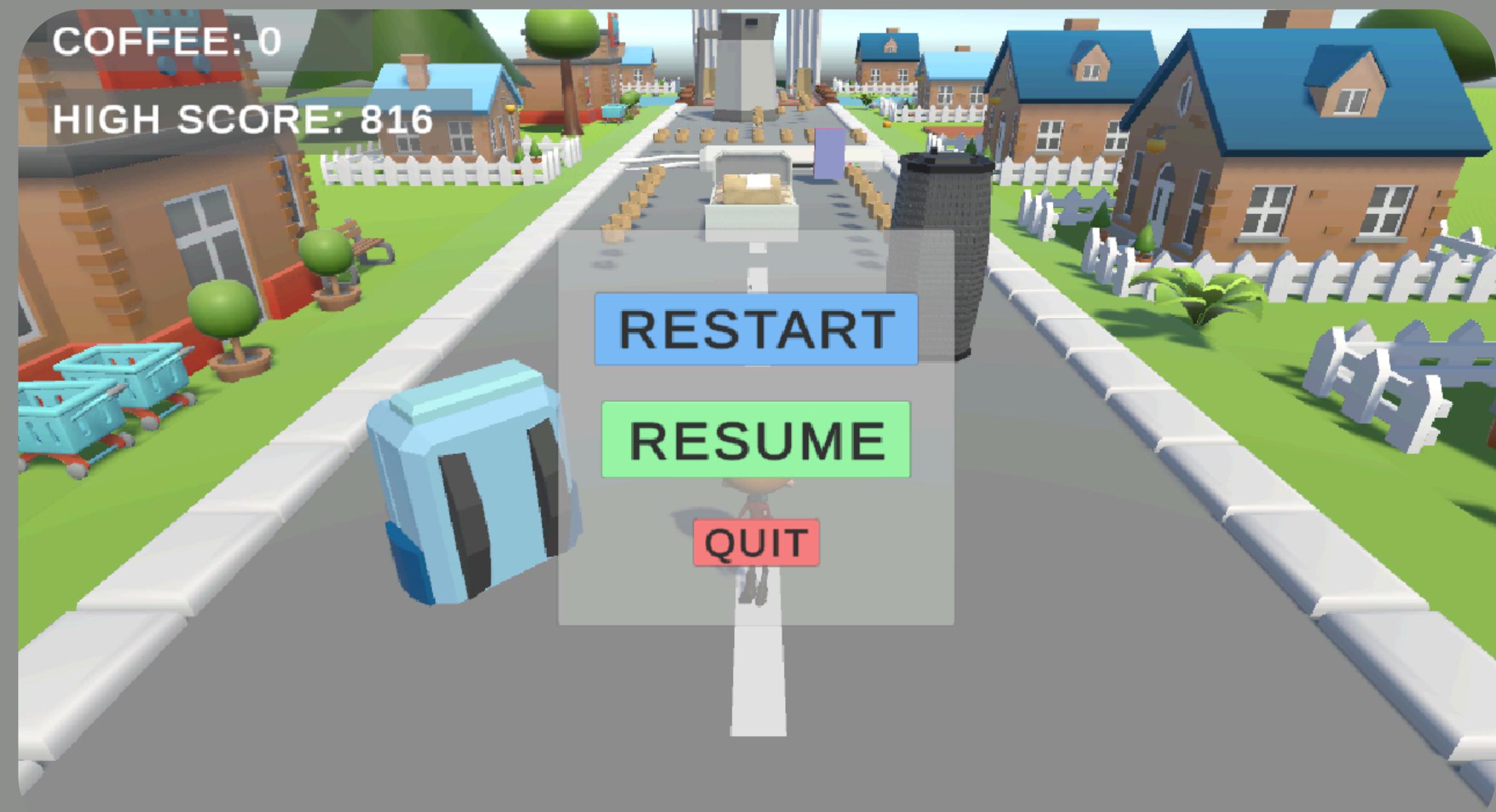


ENVIRONMENT

- Supermarket
- Houses
- Grass
- Trees
- Plane
- Clouds
- Pumpkins



PAUSE SCREEN



PROJECT STRUCTURE

Collectable
Items

Segments

Character

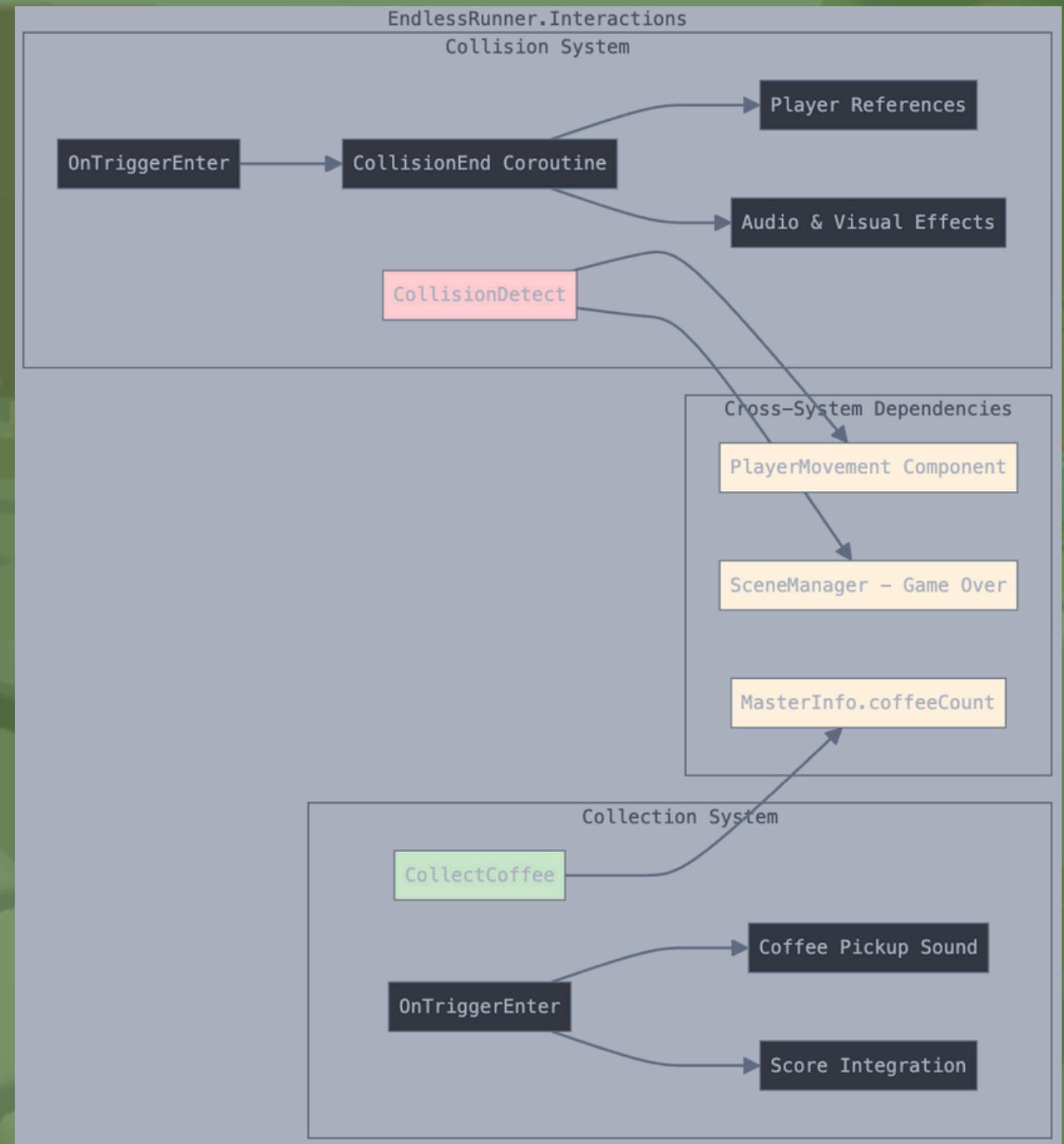
Collisions

Pause
Screen

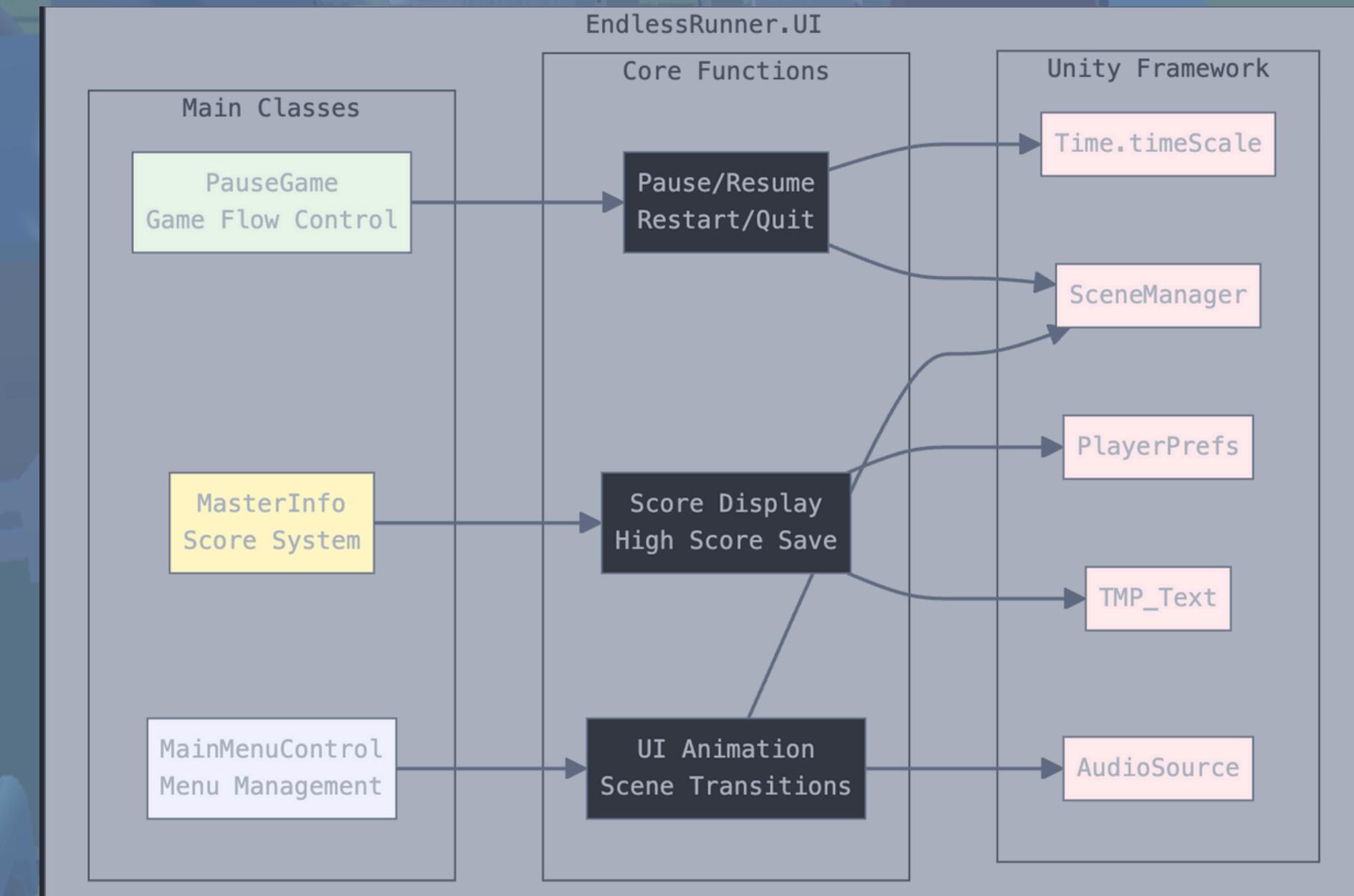
Master
Information

Main
Menu

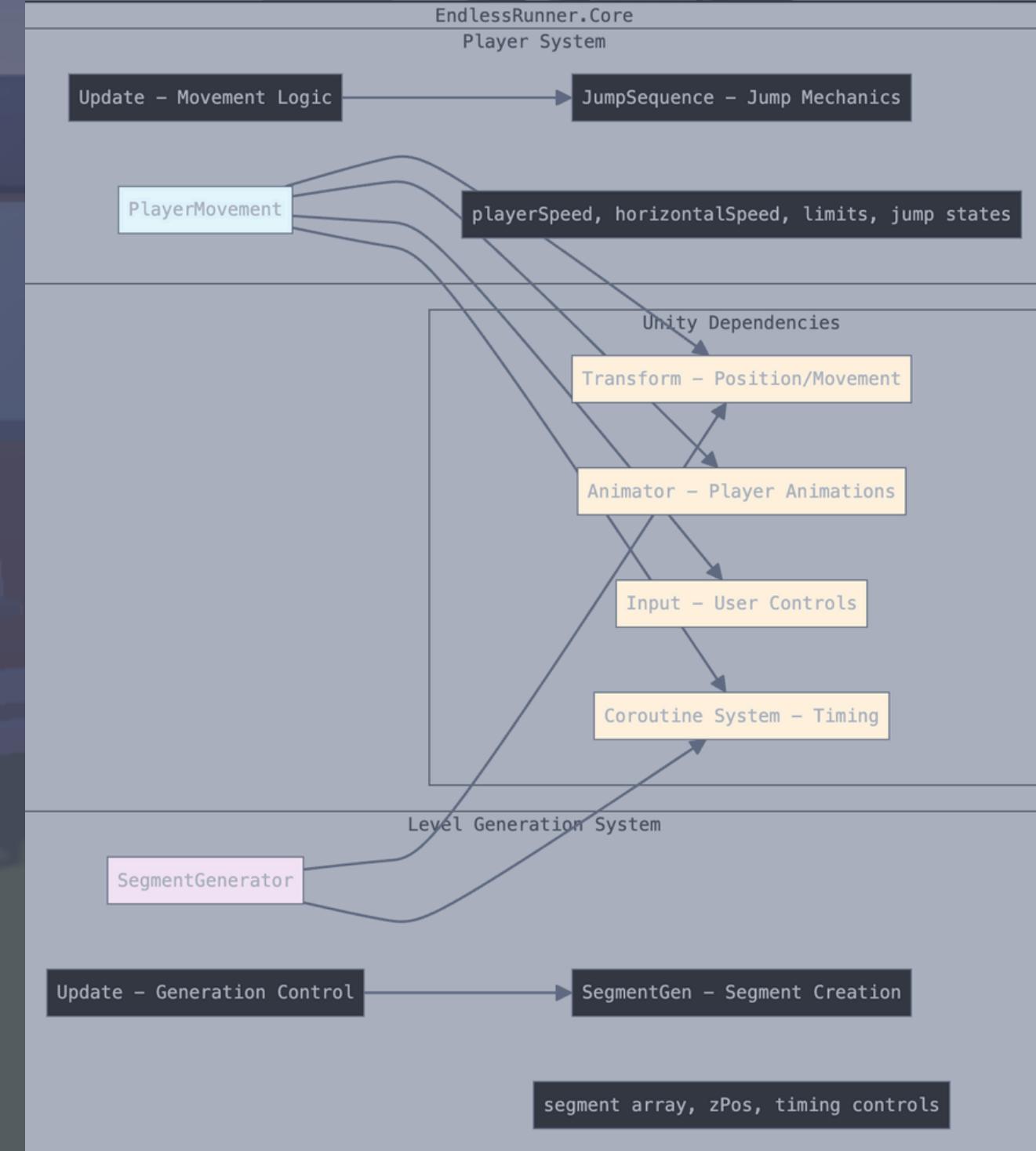
COLLECTABLE ITEMS & COLLISIONS

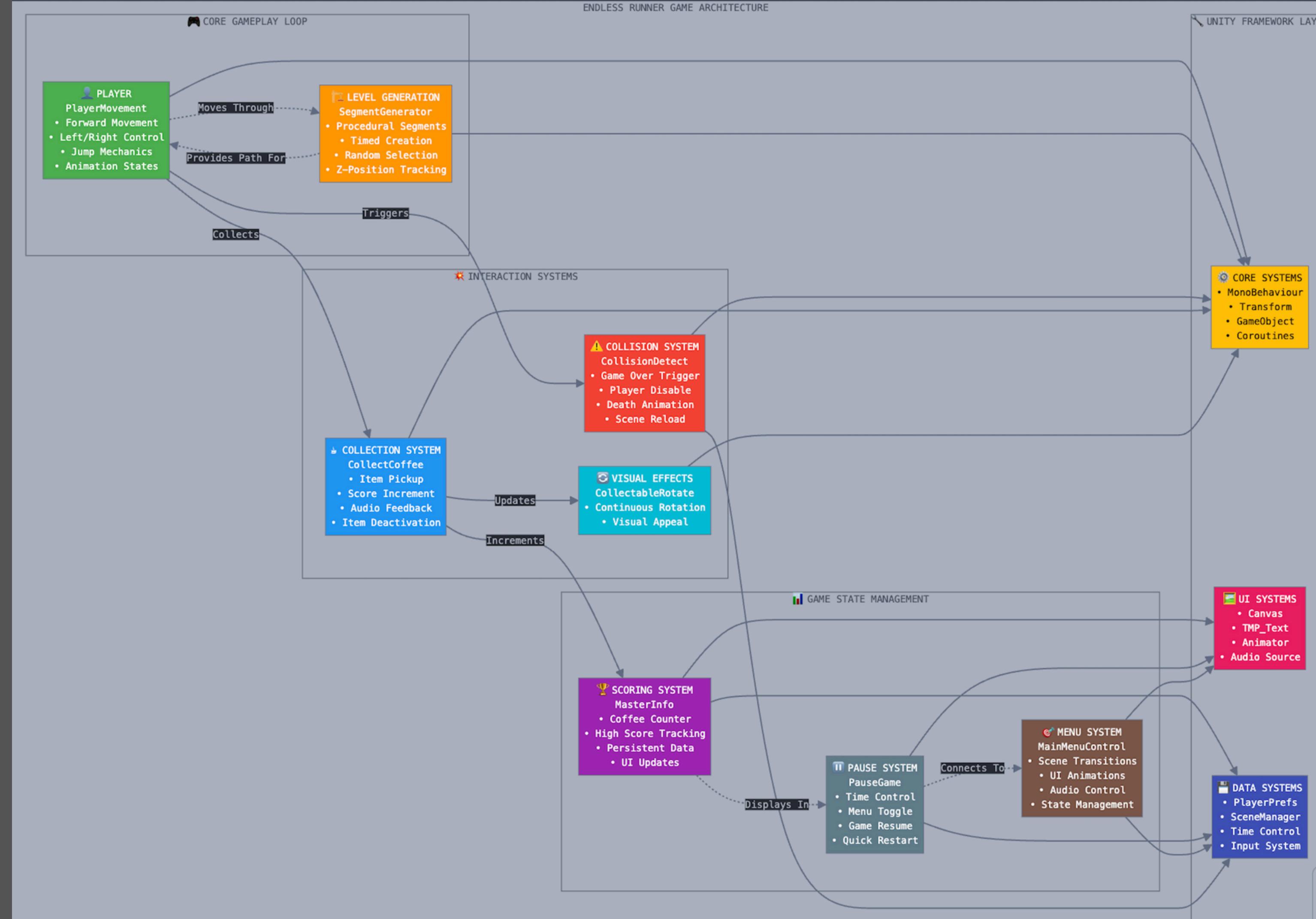


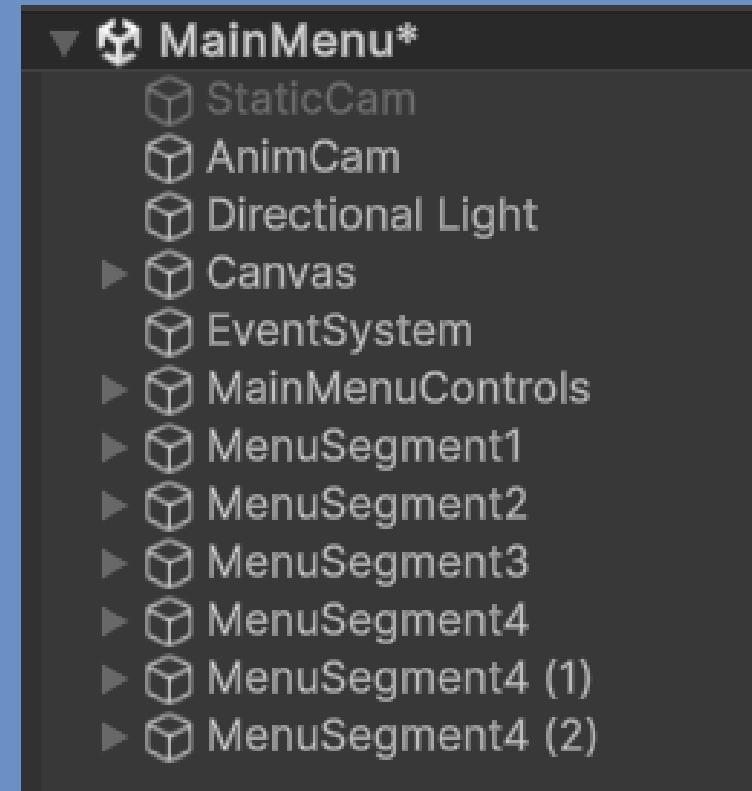
PAUSE SCREEN, MAIN MENU & MASTER INFORMATION



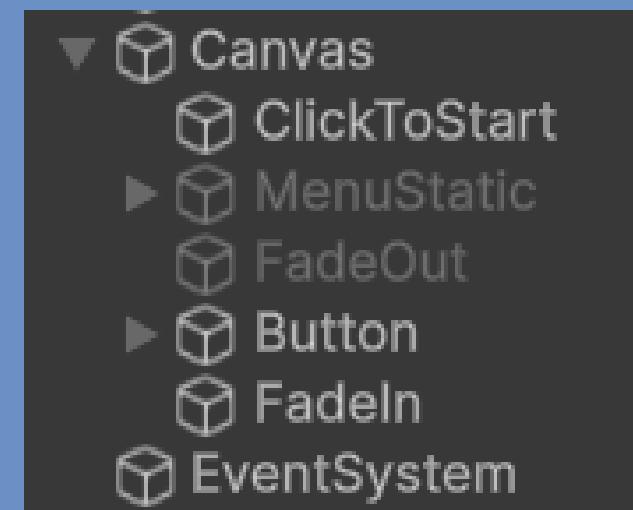
CHARACTER & SEGMENTS







**Screens shown until
the game starts**

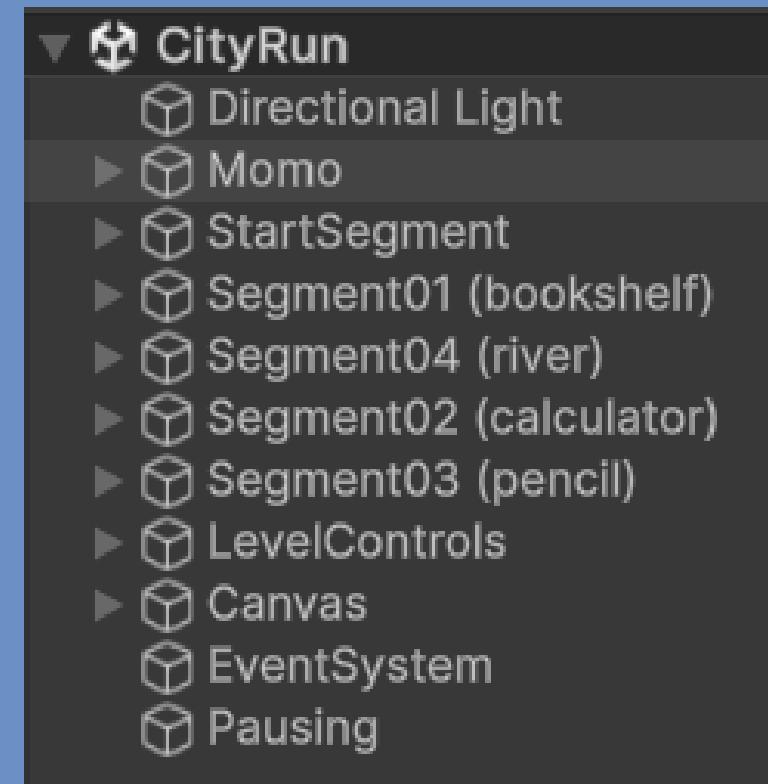


MAIN MENU SCENE HIERARCHIES

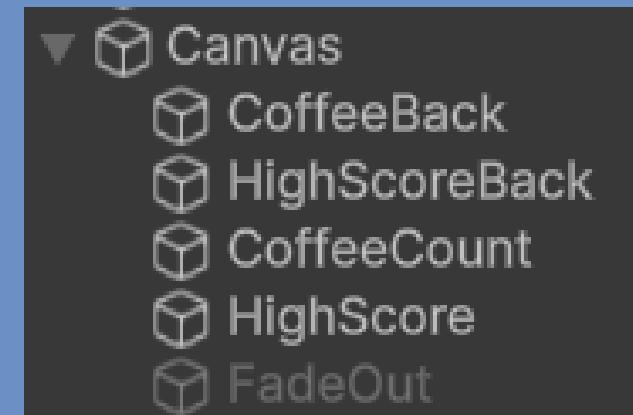
**Interactive buttons and
gestures on the screen**



**Music and
button sounds
that play until
the game starts**



Screens that may be displayed after the game starts



CITY RUN SCENE HIERARCHIES

Texts displayed permanently on the screen



Music and sound effects that play after the game starts



Our character and trigger system