

CG Project Phase 2B

Group Members

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Controls - Keyboard arrow keys (Up, Left, Right) to jump, switch to left lane, switch to right lane respectively.

We have used a model (and its corresponding animations) from the internet. The track, that the character is running on, is also imported from an Asset, named ImportedAsset(Track). The obstacles included were imported online. They can be found in the folder ImportedAsset(Obstacles). The .exe file is added with the submission. The main screen has 2 buttons, Play and Quit.

Clicking on the Play button will start the game. Clicking on the Quit button, will close the app. Once the user starts to play, user can jump, move left or move right, using the arrow keys stated above. When running, the user can collect coins. The score of the user will increase during the run. It is computed using the system time object. The speed of the user is also constant for now. It will increase with the time, when the user is running, in the next phase.

We found difficulty in using our models from phase 1. We added the "Mask" model as a boost up. However, there was an issue with its generation in the game. No error was thrown and at the same time, the mask did not appeared during an extended period of time.

There exists a list of obstacles, the obstacles are randomly chosen from this list and generated in the game.