

CG Project

Phase – 2C

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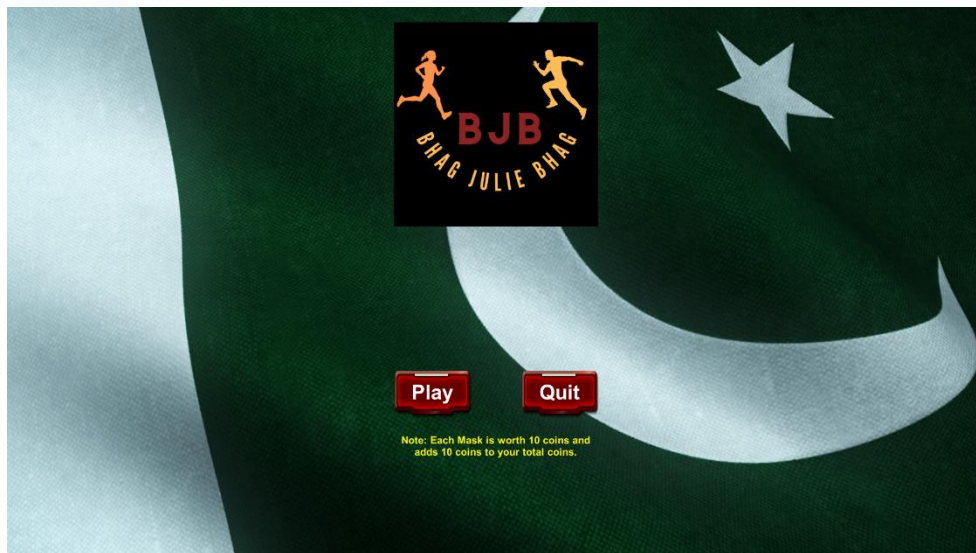
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- **Short Pitch:**

Main idea of our game is to spread awareness regarding ongoing Covid situation. Game emphasizes on social distancing and how necessary is it to wear masks as precaution. If one will not follow these safety measures, they will have to bear severe consequences which can lead to death as well whereas those who follow them will be granted with benefits.

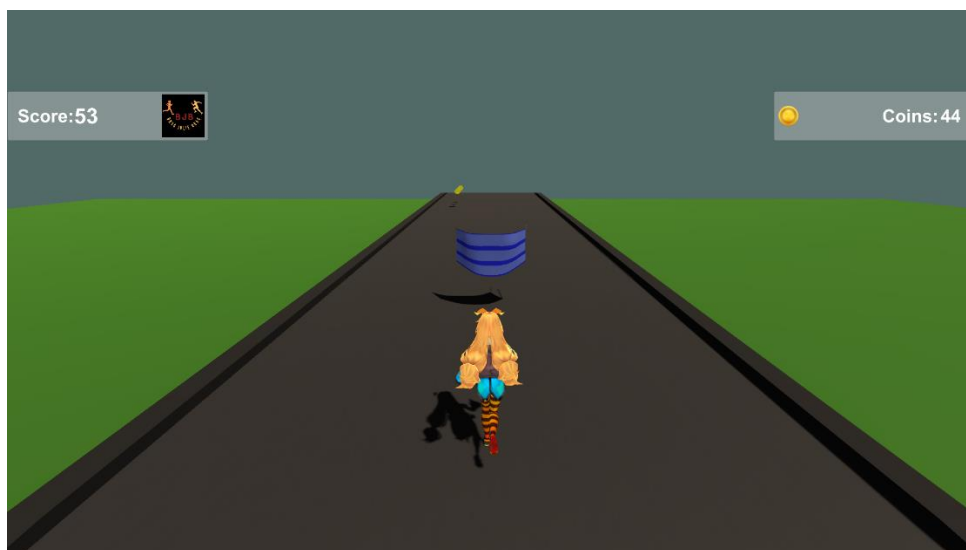
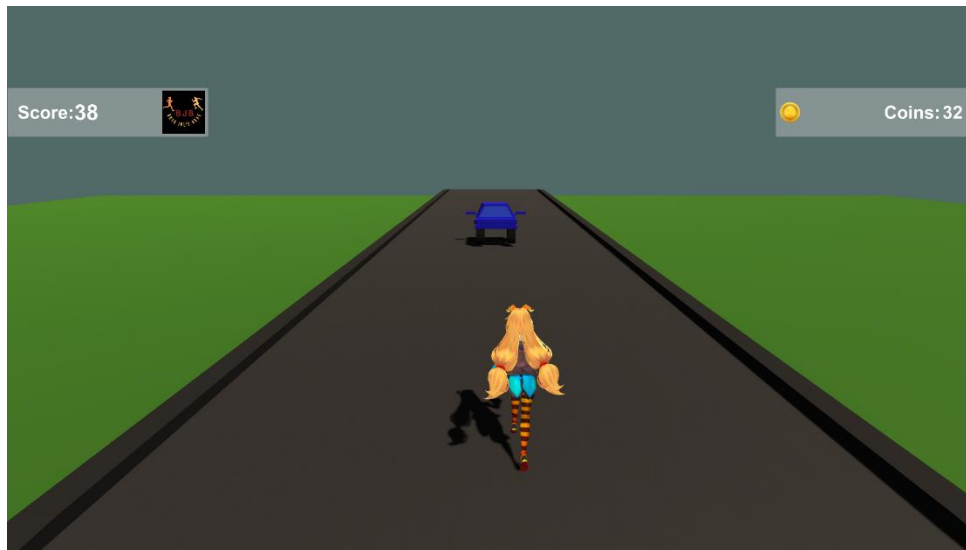
- **Final Idea Complete Description and Highlights:**

As mentioned above, there are benefits as well as consequences of not following Covid precautions. Benefits are presented in the game in the form of coins and consequences of not following Covid precautions can be seen from the fact that interacting from foreign objects ends the game (meaning death). Splash screen shows the benefit of wearing a mask in the form of coins:



During the infinite run, player encounters many objects such as chairs, cars, and corona droplets (can be linked to corona on bare surfaces). Goal is not to interact with these without wearing gloves and masks. Following are the in game screenshots:





If player interacts with these objects, the game ends signifying death which means if one does not follow covid precautions, they will die.



- **Instructions:**

Game is straight forward. As such, there are no complex controls or instructions. Only the arrow keys on the keyboard are required. Left and right arrow keys for moving left and right ways and up arrow key for jumping.

- **Features/Scenes and Process**

Screens

1. Splash Screen (shows the app logo and the PLAY & QUIT buttons)
2. Game Screen (where the player starts to run when the user presses the PLAY button)
3. Game Over Screen (shows the final score and coins collected, also the Play Again and Cancel buttons)

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 player running also increases as the game progresses. In addition, the user must avoid collisions with the obstacles, chair, car, virus and the boxes. The user can collect the Mask and on doing so, 20 coins will be added to the coins total.

The player asset, it is Unity Chan, and its associated assets were downloaded from the internet. We downloaded other assets, that came along it, but used very few of those. The

coins and box obstacles were also taken from the internet. All other assets (obstacles) were made in Project Phase 1 and used here.

Some of the understanding of the player running logic was borrowed from tutorials on YouTube and articles on Google.

- **Bugs and Improvements Required**

1. When the player runs for a long time, the character tends to vibrate and slightly disorients from its position even when the user has not pressed any control keys.
2. Sometimes pressing the left and right keys very quickly, the player moves in between the middle and left/right lanes and keeps on running in this new path, without colliding with the obstacles.

- **Contribution Statement:**

Farrukh Rasool

- Partially wrote the player logic
- Player movement, collision with obstacle, score and coin update, movement of the camera with the player as it runs endlessly on the road
- Imported and integrated half of the models (from the Phase 1 of the project) in the game
- Made different variants of the models to spawn randomly as the game progresses
- Made half of the animations of player
- Made half of the models in blender

Muhammad Raahim Khan

- Imported and integrated half of the models (from the Phase 1 of the project) in the game
- Made the UI of the Splash Screen and the Game Over Screen
- Linked the buttons to their respective screens
- Partially wrote the player logic
- Made other half of the animations of player
- Made other half of the models in blender