Endless Runner

Dodge Your Way Through the Path

Riya Jain, S Sharanya, Fariyal Ajrad

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This is an Android platform game project consisting of mutiple themes.

Technical Stack

- Unity 3D
- Android SDK
- C# Script
- Adobe Photoshop

Description

Inspiration from

- Subway Surfers
- Temple Run
- Rail Rush

Features

- 3D themes
- Touch accessible
- Different screen size
- Unity Assets
- Mixamo characters

Themes

- Forest
- Snow

Status

Start Date	Project Stage and Objectives
1st week	Structure, tech stack
2nd week	Design, GitHub repo
3rd week	Graphics and prefabs
4th week	Built two themes

Table: Project Current Status

Current Status: Fixing some bugs and trying to complete both the themes with mobile inputs.

Obstacles

- Touch feature
- Player animations
- Simultaneous work
- Gyroscopic feature
- Creating a 3D model

Learnings

- Working with LaTeX.
- Exploring game dev field
- Team co-ordination
- Need of patience
- Creativity and graphic designing