

Atomic Runner Documentation

Storyline:

There has been a nuclear explosion in the city and our protagonist must escape to the village before the nuclear radiation reaches him and kills him.

Game Overview:

This game is an action-packed platformer where the protagonist must escape from the radiation while navigating through a series of platforms. The player must collect coins to maximize their score and avoid falling off the platforms, getting caught by the gas etc. The game ends when the player reaches the flag.

Gameplay Mechanics:

Movement: The player can run and jump between platforms to avoid hazards and collect items.

Controls:

- Space bar: jump
- Right key: run forward
- Left key: run backward
- u (while magnet collected) : turns on the magnet, which attracts coins nearby
- m(while mask collected) : turns on the shield, which reduces radiation speed and give protection against radiation
- r/R(while game over/finish): restarts the game

Lives System:

- The player starts with 3 lives.
- If the player is hit by the gas, they lose 1 life and restart from the last checkpoint.
- If the player falls off the platform, they also lose a life.
- If all lives are lost, the game is over.

Power-ups:

- The player can collect hearts to increase their lives by 1
- The powerup once collected will not be available in the next life

Winning Condition:

The game is won when the player successfully reaches the flag of the level.

Scoring System:

- The player's score is determined by the number of coins collected throughout the level
- Each coin is worth 10 points

Tools Used:

- Gdevelop

Arts/resources:

- Gdevelop shop :- Heart , FlagGreen
- Runner:- spreadsheet from craftpix.net
- Beginner Gdevelop assets from Gdevelop youtube channel
- fog and fogbg :- chatgpt
- nuclear power plant:- pngtree.com
- city and nature background:- craftpix.net
- speed,magnet :- chatgpt
- mask :- craftpix.net cyberpunk pack
- Sounds:- <https://pixabay.com> , Beginner Gdevelop assets YT Channel

Game Link:

<https://gd.games/games/ca44ee02-8c0e-49c2-a21f-e2062a8f6b40>

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