

# Dodge & Run

Dodge Your Way Through the Path

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# Overview

Dodge and run your way through to explore the three worlds with Jax in this android game.



# Technical Stack

- Unity 3D



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- Android SDK



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- C# Script



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- Adobe Photoshop



# Description

- This is an endless runner 3D game where you will *Run, Dodge and Repeat*.



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- Inspiration is taken from Subway Surfers, Temple Run and Rail Rush.





“A great product is not just a collection of features. It’s how it all works together.”



# Features

- Smooth touch controller



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- Compatible screen size



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- Compatible screen size
- Crisp, vivid HD graphics



- Adobe Mixamo Character



# Graphics

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- Unity Asset Store



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- Unity Asset Store
- Cool Themes



# Themes

- Tropical and dense forest





# Themes

- Tropical and dense forest
- Bone chilling snow



# Themes

- Tropical and dense forest
- Bone chilling snow
- Georgeously fiery fire



# Menu System



Figure: Main Menu

# Menu System



Figure: Theme Menu

# Game



# Status

Start Date	Project Stage and Objectives
1st week	Structure, tech stack, design
2nd week	Graphics and prefabs
3rd week	Working with forest theme
4th week	Menu system created
5th week	Forest theme completed
6th week	Worked on rest themes
7th week	Finished the game successfully

Table: Project Status



# Obstacles

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- Making it mobile friendly in touch motion.
- Animating actions like jump, slide, death, etc.
- Collaborative work: Solved using Unity Collab.
- Assembling terrains of different themes and make it seem realistic.



- Comfortable using  $\text{\LaTeX}$



# Learning

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- Exploring game development field



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- Collaborative team work



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- Comfortable using  $\text{\LaTeX}$
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- Expanding our creative horizons by experimenting with graphics designing



# Learning

- Comfortable using  $\text{\LaTeX}$
- Exploring game development field
- Collaborative team work
- Expanding our creative horizons by experimenting with graphics designing
- Patience and persistent in times of trouble



# Ready to Dodge & Run!

