



INFINITE RUNNER

DESIGNED USING
HTML, CSS & JAVASCRIPT

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INTRODUCTION

The Project includes the development of a generic INFINITE RUNNER game using FrontEnd Web Development.

It is programmed using vanilla JavaScript.

As the Chrome Dino contains routes and hurdles, INFINITE RUNNER contains platforms and gaps.



GAMEPLAY





Description of the Game

- ▶ Player has to jump across the moving platforms.
- ▶ The height and width of the platforms are randomized between appropriate values.
- ▶ Number of successful jumps determines the score.
- ▶ Platforms keeps on accelerating with time.
- ▶ Player speed also keeps on increasing with time.
- ▶ Distance between the platform varies each time to ensure difficulty.



Features of the Game

- Clicking triggers a small jump while click and hold triggers a higher jump.
- Jump Counter changes the color and size with increase in score.

RECORD: 4
JUMPS: 4

RECORD: 19
JUMPS: 19

RECORD: 27
JUMPS: 27

RECORD: 51
JUMPS: 51



Features of the Game

- The height and width of the platforms, their acceleration, and the distance between them is randomized so that the jump is possible.
- The more the speed of the player the longer distance it can cover in a single jump.



Development



HTML is used to structure the page.

CSS is used for design and layout.

JavaScript is the programming language used for the development of this game. All the logic and algorithms are written using JS.



CONCLUSION

JavaScript controls the behaviour of our game.

FrontEnd Development have different and varying applications apart from creating websites.

Infinite Runner is an interesting game and much more functionalities can be added to it in further versions.





References

Jon Duckett. HTML & CSS: Design and Build Web Sites. 2011.

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Thank You

